TOTAL!

Welcome to ish 11, folks... Oi, Jimbo, stop peering through *my* cover! Get back inside and do some work!

£1.95
November 1992
Issue 11

SUPER NES!

WIN a coin-op! Full details

Zelda III! Mario Kart, Axelay, Pilot Wings,

100% FOR PLAYERS OF NINTENDO

Super NES
Game Boy
NES

A wholly independent mag from Future Publishing (ain't that the truth!)

STAR WARTS!

Battletoads tear it up on NES and Game Boy!

FREE! ANOTHER HU-U-UGE POSTER

End of level two, and you've got to beat Big Rat. Blast away at all his guns, and when you've wiped them all out his snout falls off (ouch).

Biggest EVER! Every

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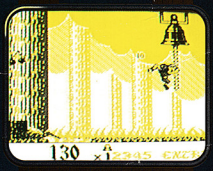
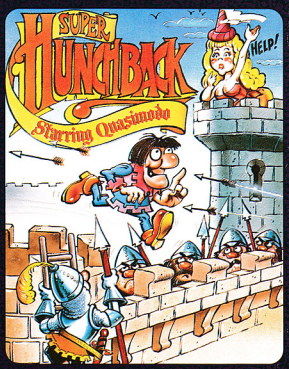


GAME BOY



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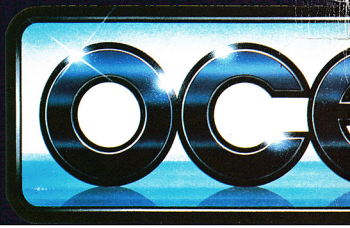
PAL VERSION



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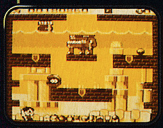

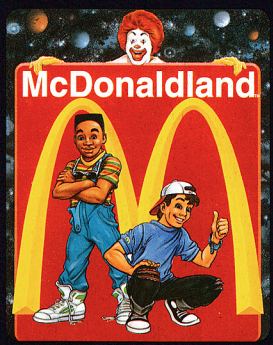

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TOTAL!

CONT

Issue 11 **November 1992**
ABC Jan-June 1992 **80,227**

TOTAL Price guide!

As well as being a flippin' useful book, our little Nintendo price guide also conceals a fab compo. Collect the coupons in this, and the next two booklets, to stand a chance of winning your very own coin-op – Konami's stunning Golfing Greats!

WIN a coin-op! Full details inside!

Fast find!

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16 Charts

What are the biggest sellers at the moment? Which games are past their prime? And what has all this to do with penguins? Read the charts and bore your mates with your new-found knowledge!

23 Previews

With zillions of new games on the event horizon, TOTAL takes a brief look at what you could be playing in a few months' time. And there's a few wildebeeste in there, too.

19 FES Show

It's going to be the biggest video game show of all time, and we tell you why you *have* to be there!

27 Letters

Yes, we've got lots of letters. Some 'S's, a few 'E's, quite a few 'T's, the odd 'O'. And once again, they've all teamed up to bring you another collection of readers' questions (where Steve goes 'Duh!' and rings Mean Machines for the answers).

14 News

All the latest scandal, gossip and, dare we say, rumour on the Nintendo front. And while you're there why not enter our three mini-compos for some lush-type prizes!

6 Battletoads

The Turtles are dead... Long live Battletoads! We've gone toadally bonkers over the armed amphibians, Zitz, Rash and Pimple, who are about to kick your NES and Game Boy into action!

ENTS

Check out our complete and utter SF2 player's guide! It's full of tips, cheats – and I'm in it too. *Shocker!*

TOTAL Recall 119
'What do we do to help us remember?' Well, according to Sesame Street you should write it down. So we have... over 250 individually rated Nintendo reviews. Yum!

63

Five-page SNES Golf Round-up! 53
Fancy playing a round? Jimbo enters the twilight world of greens, bogeys and bunkers. (*Eurgh!*)

Reader's Questionnaire 85
We've written lots of stuff this issue... now it's your turn! Complete our in-depth questionnaire and you could win £200 worth of games!

Mail Order 118
Now you can get yourself a cheat cartridge, universal adaptor, cart carry case or TOTAL binder. All at unbelievable prices (low, that is).

TOTAL Tactix 103
Tips. Tippy things. Tip, tippity-tippy tip, ti– Er... TOTAL Tactix. With playing tips.

NES TACTIC | GB TACTIC | SNES TACTIC

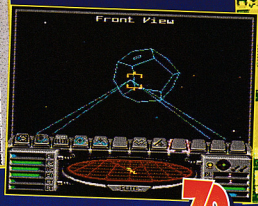
Subscriptions 128
The only way to make sure of getting your precious TOTAL each month is to subscribe. And while you're about it, pick yourself a snazzy free gift, too!

For a full list of REVIEWS in this issue turn to page 34

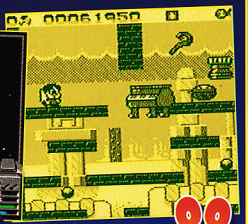
Good things always come in threes...

If you have all three Nintendo consoles, these are the games we think you should buy this month!

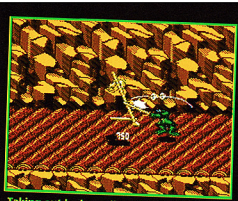
ZELDA 3 36
Prepare yourself for the latest episode of Carry-On Hyrule, where members of the Link family continue to throw themselves into dark pits, trudge wearily across vast tracts of land, and face monsters with nothing but a pointed stick. Loons.



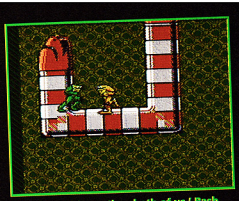
ELITE 72
Basically, this is a giant shopping spree in space (with a bit of combat thrown in). Still, it was a classic when it first appeared on the BBC Micro and it's even more of a classic on the NES!



PARASOL STARS 88
Bub and Bob – the bubble-blowing, rainbow-chucking, ex-dinosaurs of old – return for yet more platform action in this brolly good Game Boy title from Ocean.



Taking out lanky walking robots is easy when you're armed with the very latest hi-tech weaponry. Er, like this iron bar.



'This thing's bigger than both of us.' Rash and Zitz take a ride on the rare giant flying barber's shop pole snake. Strange, but true.

BATTLETO

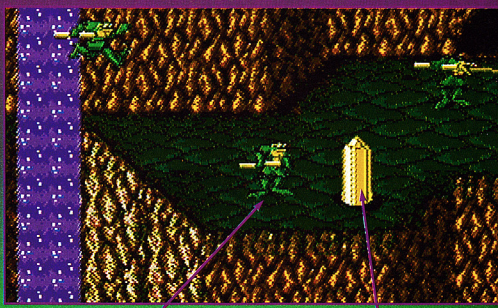
For NES (1-2 players) **From** Trade West/Rare **Price** £40

Tired of the same old NES platform games? Want something that you're not going to finish in a few hours? Want an amazingly varied and wonderful-looking game that makes the NES look like a SNES? Well, look no further, cos Battletoads is here! The 'Toads are three heroic amphibians – Zitz, Rash and Pimple – whose arch-enemy is the evil Dark Queen. Quite what she's got against the Battletoads is anybody's guess – maybe she's got a thing about warts.

Anyway nasty Queenie's toadnapped Pimple, so the other two have to go and rescue him. Okay, it's

They're mean, they're green...

Those Battletoads are spawny gets! And they're coming to an NES near you!



Rash is looking pensive. Just what is that strange crystal in front of him?

Is it a naff piece of modern art? Or maybe a new telephone box? Er, dunno.

BATTLETOADS

Deep in the mineshaft, Rash tries to prune the plants that other gardeners can't reach. Hang on – how come there are plants inside a mineshaft? Don't they need sunlight or something?

mineshaft, use parts of the baddies as weapons, and grow huge fists and feet when they deliver a knockout blow to the Dark Queen's minions – and that's just the first two levels!

Each level boasts a brand new set of graphics, new enemies and totally different gameplay. It begins as a standard left-to-right platformer, but even that has some terrific baddies and an end-of-level guardian who's just a bit different from your average nasty. Make it past him and it all starts to hot up. In the next level, the 'Toads are lowered on a rope down a mineshaft that's a mile deep, and after that they go for a ride on hoverbikes across a gooey landscape... I could go on, because each new level adds new twists.

Playing through these levels is a real treat, but be warned – it's incredibly tough. Battletoads is a fab game, full of well designed levels with stunning graphics. It's a must buy for anyone who still loves their trusty old NES.

ANDY

RUBBISH!
It's tough – maybe a bit too tough for game novices. The sounds don't quite live up to the graphics. Er, it makes all your other NES games look a bit weedy!

BATTLETOADS

Looks
- Wonderful – great characters, excellent animation and superb backgrounds

Sounds
- Not as hot as the graphics, but the FX do their job well enough

Gameplay
- Every level is like a brand new game – it's absolutely gorgeous!

Life span
- This game's big and very tough but you'll want to finish every single level

Amazing-looking arcader that sets standards, break moulds and does lots of other groovy things too. It's the best blast I've seen in a long time

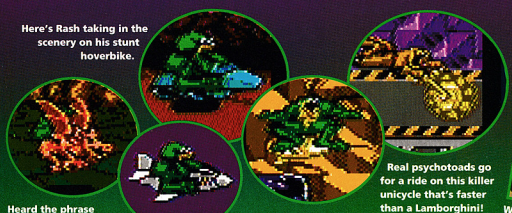
Final rating 92 Percent

TOTAL! TEK-SPEX

Game	Battletoads
Levels	13
Difficulty	Hard
Continues	4
Release date	Out now

Toads on the road!

In Battletoads you've got all manner of exotic modes of transport to choose from...



Here's Rash taking in the scenery on his stunt hoverbike.

Heard the phrase 'And pigs might fly'? Well, this one went the whole hog!

Hmm. Why doesn't Rash sit *inside* the cockpit?

Woah! Surfin', dudes! Get gnarly to the max and shoot some rad waves! *(Eh? – SJ.)*

Real psychotoads go for a ride on this killer unicycle that's faster than a Lamborghini!

Well, what else would the hardest amphibians around read but the hardest-hitting Nintendo mag?

MB GAMES
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NOW WITH AN ADDITIONAL 12 NEW CITADEL MINIATURES AND A NEW EXCITING 13 STAGE ADVANCED QUEST!

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And fight for survival on no less than 13 different levels of thrilling adventure.

Once you've entered, will you ever return?

HERO QUEST
ADVANCED QUEST
MB

If your Battletoad gets tired, he can top up his energy by catching a few tasty flies.

This is your plan of action. Or is it a blueprint?

'Strewth, guy, that cabbage looks a bit tasty!' The 'Toads pay a visit to the costermonger.

The 'Toads' snowball fight turns ugly as Rash goes for the 'huge block of ice in the face' tactic.

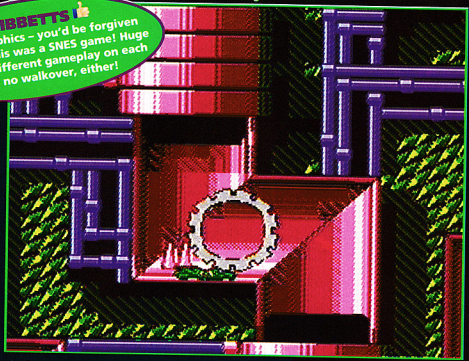
a simple scenario, but the depth of the gameplay more than compensates.

Battletoads is full to overflowing with fabness. For starters, the amazing cartoon graphics will just blow you away. The 'Toads are brilliantly animated and have some really funny special moves to call on – they can turn into pendulums while dangling down the

RIBBETTS

Faultless graphics – you'd be forgiven for thinking this was a SNES game! Huge levels, with different gameplay on each one. It's no walkover, either!

ADS



The later levels are pretty tough – don't worry, though, cos so are the Battletoads!

... They're fighting machines!

Yeuch, fly-catching! Toads are cooler than Turtles, but gimme a pizza anytime!

'Oh @*/^!@£?!' (Some Toad swear words which we refuse to translate)

Here's the gigantic nasty. How do you beat him? Well, read on...

NES TACTIC

The robot at the end of the first level is so huge that he can't even fit on screen – or maybe they couldn't be bothered to draw him. Anyway, you've still got to beat him so follow our little tips to finish him off.

... When you get to the huge abomination at the end of the level, the screen changes to show the nasty's point of view. You've got to run about the place, dodging his laser fire, and picking up rocks and chucking 'em at him. Three hits and it's into the mine for level two!

BATTLETO

For Game Boy (1 player) **From** Trade West **Price** £25

Turtles, pah! Who needs that pizza-munching, 'Cowabunga, dude' malarkey, anyway? Now, we've got the Battletoads – Zitz, Rash and Pimple – and they make the Turtles look like, um, toads with shells, only slightly less hard. The game casts you as Battletoads Zitz and Rash on a mission to save fellow toad hero, Pimple, who's been kidnapped by the evil Dark Queen.

Okay, so Battletoads doesn't win any prizes in the 'Astoundingly Original Storyline' category, but it's doing pretty well in the one for 'Fabulicious Arcade Romps'. Each of the eight big levels is totally different – not just different graphics, but a whole new game style. One minute you're chasing along in a punchy-kicky platformarama and the next you're swishing over a lake on spanky jet-skis.

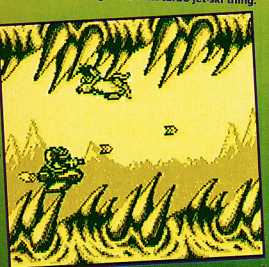
Battletoads starts off easy with a quick jaunt across some platforms along the edge of a cliff. There are the usual minor bad guys who try to stop you reaching the meatier nasties towards the end of the level, but make it past them and you leap into a mini-space ship and fly off to a tricky shoot 'em up.

The game's instantly playable, but challenging enough to keep you from finishing it in a night, and with all the varied stages you get lots of games for your cash. The levels are great fun to play and so just-one-more-go-able that you'll want to go on playing it, just to make it to the next guardian or even the next restart point.

Looks-wise, Battletoads is terrific. All the stages have their own comic-book baddies, atmospheric backdrops and some silly animation for the Toads'

Hard but fair gameplay. Superb-looking arcade graphics. Eight levels with lots of variety

Hang on – I thought toads were supposed to be able to swim. Still, I suppose your average Battletoad-about-town isn't hip unless he's got his own turbo jet-ski thing.



In level two, Zitz zips along through the teeth and fangs, dodging the flitting animals on his way to... well, some more flitting animals, I suppose.

It may work in pantos, but old Rash just isn't falling for the 'it's behind you' routine. It looks like he's going to fall for the big crack on the skull routine, though.

'Take that!' 'No, you take that!' 'No,no, you take that!' An argument over who should make the tea leads to the end of a beautiful friendship between toad and goat.

special attacks, and each stage is linked together by a nifty cartoon strip.

Battletoads is one of the most enjoyable arcade games around for the 'Boy. It's got everything you could possibly want – it's incredibly playable, with great graphics, ace tunes and lots of different game styles. In fact, it's *toadally* awesome (I'm sorry. I went the entire review without making that gag but just couldn't resist it any longer. Sorry!) **CHRIS**

ZITS
Um, dunno, really. If you don't like slimy pond-dwelling creatures you might find it a bit yucky

TOTAL!

TOTAL! TEK-SPEX

Game	Battletoads
Levels	8
Difficulty	Hard
Continues	4
Release date	December

And now. The main event. In the red corner, Zits the Battletoad and his amazing flying gizmo (hooray!), in the blue corner, Terry – the flying pickled onion (boo,hiss!)

Grr! It's Slaughter. He's bad, slimey, and waiting for you at the end of level one...

Call that a jet ski? Looks more like a giant chilli to me! Or is it a gherkin? Or a slug?

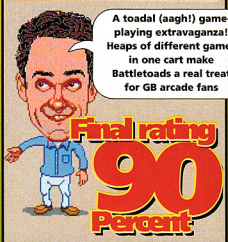
BATTLETOADS

Looks
■ Comic book-style stuff over eight big, varied levels. Absolutely triff!

Sounds
■ Decent themes for every stage, but some very average FX

Gameplay
■ Amazing stuff. Utterly playable and packed to the gills with variety

Life span
■ It's tough but so much fun you'll play on until you've toadalled it! (Sorry again!)

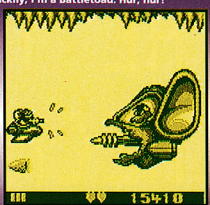

A toadal (aagh!) game-playing extravaganza! Heaps of different games in one cart make Battletoads a real treat for GB arcade fans
Final rating
90 Percent

Oh rats! Wart's all this, then?

Yeuch! Rats – I hate 'em! Luckily, I'm a Battletoad. Hur, hur!

TOTAL! TACTIX

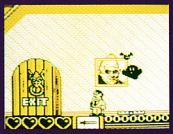
End of level two, and you've got to beat Big Rat. Blast away at all his guns, and when you've wiped them all out his snout falls off (ouch).



Take on the dinkier ratship in the same way, using quick bursts of small shots, and he'll soon be history, muchachos!

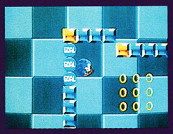
ROBOCOP 2 FOR THE NES RATED 72%
MEAN MACHINE / MARCH 1992

LEMMINGS FOR THE SUPER NES RATED 93%
CVG / MARCH 1992



ADDAMS FAMILY FOR THE GAME BOY RATED 52%
GO! / MAY 1992

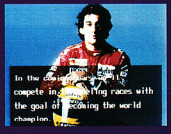
OLYMPIC GOLD FOR THE MEGADRIVE RATED 70%
MEAN MACHINE / JUNE 1992



SONIC THE HEDGEHOG FOR THE GAME GEAR RATED 89%
SEGAPRO / JANUARY 1991

SUPER HANG ON FOR THE MEGADRIVE RATED 89%
COMPLETE GUIDE TO THE MEGADRIVE / DECEMBER 1991

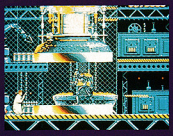
FINAL FIGHT FOR THE SUPER NES RATED 88%
CVG / AUGUST 1992



SENNA SUPER MONACO FOR THE MEGADRIVE RATED 89% CVG / JULY 1992

HERE'S HOW THE MA
THE TOP GAMES.
CHECK OUT IF THEY
AT THE GAMESMASTE

TAZ MANIA FOR THE MEGADRIVE RATED 93%
SEGAPRO / AUGUST 1992



TERMINATOR FOR THE MEGADRIVE AND THE MASTER SYSTEM RATED 90% SEGAPRO / JUNE 1992

SPIDERMAN FOR THE GAME BOY RATED 93%
GO! / AUGUST 1992

ASTERIX FOR THE MASTER SYSTEM RATED 90%
CVG / MAY 1992

GS RATE

'RE RIGHT

R ZONE.

Are some of these favourable reviews a tad too enthusiastic? Are some of the negative ones a gnats' too critical?

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You'll find one in every Comet store. A themed area where you can play before you pay on a selection of the latest and greatest titles.

(There are over 250 available in all.)

The Gamesmaster Zone is the biz when it comes to hardware too. With a huge stock of all the big names in hand helds and consoles.

Buy any of them and you'll qualify for a Gamesmaster Zone Discount Card. Valid till April next year it will cut the cost of new games by 10%.

4
CHANNEL FOUR TELEVISION

And hot new games is where the Gamesmaster Zone really has the edge. The day a title is out, is the day that title will be in.

And not just boxed behind the counter, but loaded up and ready to play in our demonstration units.

By now the doubting Thomases amongst you may be thinking we're telling a few wobblies ourselves.

Well Tom, check out the Gamesmaster Zone in your local Comet.

COMET
YOU KNOW WHERE TO COME.

TOTAL TALK

If it's Nintendo and it's important, it's here! TOTAL Talk – the section with its finger on the pulse of the Nintendo scene.

Cutting remarks

The Super NES – it's still the best, but now it costs less dosh.

Cheap and cheerful – is the NES the best-value console, or what?

At last! The Super NES has finally come down in price! You can now get hold of the SNES in four different configurations. the SNES and one joypad with no game for just £130, a SNES with Super Mario World and one joypad for £130, the Street Fighter 2 pack with two joypads and Street Fighter 2 instead of Super Mario World for £160, and the Super Scope set, with SNES, one joypad, Super Scope light bazooka thingy and six-game shooting cart, which will set you back £160 (if you're silly enough to want one).

There's even more good news for Nintendo buyers, cos NES prices have tumbled too. the NES Action Set with Zapper light gun, two joypads and two-game cart now costs just £80. The Control Deck set, with two joypads and Doctor Mario cart can be had for £60. And the NES Challenge set, with two joypads and the best game in the Universe, Super Mario Bros 3, can be yours for a measly £80. Wahay!

Prices are also plummeting in Japan, where a price war is heating up between Sega and Nintendo. With both companies shipping 1½ million units each month, there are far more consoles on sale than there are console buyers!

SNES and Mega Drive prices have been slashed to almost half price, with the SNES selling for as little as ¥15,500 – just over £70!

With any luck, there just might be one or two bargains in the grey import mail order pages!

40 smart cart-cases

SNES and NES owners... Are you jealous of those snappy little boxes which Game Boy owners keep their carts in? Well, now you can safely cocoon your own SNES and NES games in some smart plastic cases with a gold 'Nintendo' logo.

The cases, from Boxtapes Unlimited (081 550 4634) come in clear plastic or rainbow-coloured sets: SNES three-pack in rainbow colours costs £3.49, NES three-pack in clear plastic costs £3.99, and the NES five-pack in rainbow colours costs £5.99.

But because TOTAL is so fab and groovy, our chums at Boxtapes Unlimited have provided 20 SNES rainbow three-packs and 20 NES rainbow five-packs for loyal TOTAL readers to win! So, if you want to receive one of these spiffy sets, simply pop your name and address on a postcard or the back of a sealed envelope and send 'em in to: **I'm A Hard Case Compo, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW**

Don't forget to tell us what type of case you'd like, and the

Mario the Bike Blaster! Clip everyone's favourite plumber to your bike and let 'em know who's coming!

Problem: How do you warn doddery old pedestrians of their impending doom under the knobblies of your moun-

SNIPPETS!

RUSSKI RAVE!

Y'all ready for dis? Latest loopy Nintendo merchandising to hit the streets are up-beat CD versions of Tetris and Super Mario Land soundtracks!

Tetris (Polydor) is by Doctor Spin – a.k.a. Nigel Wright, Robin Sellars and multi-billionaire musical blokey Andrew Lloyd Webber (honest).

The CD (we got ours for £4.29 from HMV) contains three Tetris rave tracks based on the Korobushka title music: a 7" mix, 12" mix and a hardcore mix. There's also a little ditty called Play Game Boy.

Super Mario Land (Living Beat Records) features MC Mario and is by The Ambassadors Of Funk. Boasting house versions of sounds from the biggest GB cart in the world, they're onto a winner!

Rave on with Tetris!

WORD UP: MARIO IS SAFE!

Don't play on building sites, – that's the message that your favourite Nintendo character Mario, with help from TV presenter Andi Peters and house builders Beazer Homes, will be laying on you from hundreds of posters in schools

32-bit SNES chip coming soon!

A press release issued by Nintendo at the recent Shosinkei Consumer Electronics show in Japan outlines the latest step forward for the Super NES.

A new 32-bit graphics chip, called the Super FX, is currently being manufactured and will be included in carts next year.

Designed by Jez San and his Argonaut team down in London, the chip is used to boost the processing power of carts, without having to upgrade the SNES itself.

The RISC (Reduced Instruction Set Chip) is capable of producing smooth 3D graphics, with texture mapping and sprite scaling. This means stunning 3D flight sims, driving games, space combat adventures, you name it!

Expect the first game from Argonaut themselves in early '93.

WIN A CART! WIN A CART!

Spot this screenshot and you could win the game!

Many congrats to **James McRae** of Guernsey, who saw through our pathetic attempts at deception and correctly fathomed that the answer to last month's TOTAL Teaser was The Flintstones. He wins a copy of that NES game.

If you want to win a new game (and don't mind the TOTAL team playing it a bit first!) look at this piece of piccie.

Somewhere in the mag there's a similar picture – all we want to know is what game is the picture of? When you think you've got it, jot down the game name plus your name and address on a postcard or sealed envelope, and send to: **TOTAL Teaser, 30 Monmouth Street, Bath, Avon BA1 2BW.** The first correct entry out of the box wins that game. Eeeeeasy!

to be won!

first 40 entries out of the box get the goodies.

Make sure your entry reaches us by November 12th or you'll have wasted a stamp!

Boxing clever – don't leave your prized carts to the ravages of the elements, get 'em boxed!

On yer bike, Mario – it's a blast!

tain bike, without having to resort to a tinkly bell as uncool as Chris's dress sense? Easy, strap Mario to your handle bars and let rip with eight different electronic zapping sounds!

The SMB Bike Blaster costs £9.99 from Creative Concept Developments Ltd. If you're interested, get on the dog 'n' bone, and give 'em a call on: 071 602 8179.

However, good old CCD have stumped up TEN of these noisy Mario blasters for us to give away to you lot! Simply slap your name and address on a postcard or sealed envelope and send the whole caboodle to:

On Yer Bike, Mario!, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW

The first ten entries withdrawn from the sack after November 12th will cop themselves a Mario Bike Blaster for free, nothing, zilcho. Pretty good deal, huh?

STAR GAMERS

Famous Nintendo Gamer Number 8 JAMES POND

Well, would you believe it? Robocod – star of Sega games James Pond, Robocod, and The Aquatic Games – is a secret Game Boy player!

Jimmy P. was snapped taking a break at the recent ECTS show in London, with his beloved hand-held.

So just what sort of games does a finned, superhero play? Well, Super Mario Land was shoved in the slot, but what of his collection at home?

The Hunt For Red October is a firm favourite, along with Navy SEALs, Revenge Of The Gator Teenage Mutant Hero Turtles, erm, Bubble Bobble... Days Of Flounder... Chiplifter II... Um, Batterman... (*Steve, I can't think of any more fish games! – Jim.*)

all around the country. 51 kids were killed or injured last year through playing on construction areas, so listen to the Brother: 'Game over! Don't play on building sites. You only have one life – don't lose it!'

NAKED STICKS

Spectravideo are about to unleash a new SNES joypad on the gaming wrld and, Mary Whitehouse save us, it has no clothes on! Yes, the QJ Pro Pad stick is transparent and you can see all its bits. Still, it's got loads of features and costs just £15.99.

QJ Pro Pad – the first totally see-through joypad in the civilised world. Apparently.

RING US UP!

Remember, we have a TOTAL Talk Live session every third Thursday in the month where you can phone us up and have a chat. On 15th October, dial 0225 442244 between 6.00 and 9.00 in the evening and natter to the TOTAL team! Well, it beats walking the streets.

SF2

After our report last issue, the UK version of Street Fighter 2 is actually on sale *now* (three weeks earlier than planned) but for £65 not £45 as we were told. Bargain, huh? Still, arcade freaks will be thrilled, cos the names of the four baddies are the same as the coin-op. Woo.

THE CHARTS

ELSPA PENNY CHARTS

★ New Entry ▲ Goin' up
▼ Goin' down ● Non Mover

NES

1 ▲ TMH Turtles
Hurrah! Pizza time!
TOTAL rating: 66%

2 ★ Mega Man 3
Best of the series. Mega!
TOTAL rating: 87%

3 ▲ WWF Challenge
Y-front mania!
TOTAL rating: 37%

4 ▼ Terminator 2
Uzi, then?
TOTAL rating: 74%

5 ▼ Donkey Kong Classics
Kick some ass and go ape.
TOTAL rating: 40%

6 ▲ Super Mario Bros 2
Er, the one between 1 and 3.
TOTAL rating: 79%

7 ▲ Rescue Rangers
Chipmunks on the case.
TOTAL rating: 81%

8 ▼ Open Golf
Hmm. I wonder what closed golf is like.
TOTAL rating: 86%

9 ● California Games
Sun, sand, and, er, surfing.
TOTAL rating: Not reviewed

10 ★ WWF Wrestlemania
More ridiculous costumes.
TOTAL rating: 30%

Charts produced by Gallup in association with Penguin. © 1992 ELSPA.

GAME BOY

1 ● Super Mario Land
The best GB cart in the world?
TOTAL rating: 94%

2 ★ Hook
Not quite as good as the movie.
TOTAL rating: 88%

3 ★ Golf
A really 'schwing' game.
TOTAL rating: 92%

4 ★ Terminator 2
Terminate her too? What's she done to you?
TOTAL rating: 80%

5 ★ Bart: Camp Deadly
Don't have a cow, have this cart instead.
TOTAL rating: 92%

6 ▲ Motocross Maniacs
Get looney on a Lambretta.
TOTAL rating: 91%

7 ▲ Blades of Steel
Ice hockey without the naff organ music.
TOTAL rating: 60%

8 ▼ Bill and Ted
Hey, totally bodacious game, dudes.
TOTAL rating: 91%

9 ▼ Bugs Bunny: Crazy Castle
You'd have to be crazy to buy this cart.
TOTAL rating: 43%

10 ▼ WWF Superstars
They maybe stars but they're not very super.
TOTAL rating: 49%

SNES

1 ● Super WWF Wrestlemania
Whacky Wobbly Fighters?
TOTAL rating: 81%

2 ▲ Super Smash TV
I'd buy that for a dollar!
TOTAL rating: 93%

3 ★ Lemmings
Suicide is painless – when you're a lemming.
TOTAL rating: 81%

4 ▲ The Addams Family
Domestic strife with Adam's relatives.
TOTAL rating: 70%

5 ● F-Zero
I can't wait to see what G-Zero's like.
TOTAL rating: 91%

6 ★ UN Squadron
Flying ace!
TOTAL rating: 92%

7 ★ Zelda 3 – Link to the Past
Zounds. And forsooth.
TOTAL rating: 93%

8 ▼ Super Castlevania IV
Like Castlevania I to III, but souped-up a bit.
TOTAL rating: 74%

9 ★ Krusty's Super Fun House
Not much fun for mice.
TOTAL rating: 80%

10 ★ Super Tennis
It's ace!
TOTAL rating: 96%

THE INDIE CHARTS

Thanks to Whizz Kid for compiling these Indie Charts

Game Boy

1 Bart vs the Juggernauts
TOTAL rating: Not reviewed

2 Mickey's Dangerous Chase
TOTAL rating: 38%

3 Super Mario Land
TOTAL rating: 94%

4 Doctor Franken
TOTAL rating: 91%

5 Mega Man 2
TOTAL rating: Not reviewed

6 Terminator 2
TOTAL rating: 80%

7 Castlevania II
TOTAL rating: 90%

8 Ferrari Grand Prix
TOTAL rating: 63%

9 Double Dragon III
TOTAL rating: 36%

10 Hudson Hawk
TOTAL rating: 35%

Super NES

1 Street Fighter 2
TOTAL rating: 94%

2 Turtles IV
TOTAL rating: 63%

3 Zelda III
TOTAL rating: 93%

4 Robocop 3
TOTAL rating: Not reviewed

5 Bart's Nightmare
TOTAL rating: Not reviewed

6 Magic Sword
TOTAL rating: Not reviewed

7 Super Smash TV
TOTAL rating: 93%

8 Contra III
TOTAL rating: 88%

9 Sim City
TOTAL rating: 94%

10 The Addams Family
TOTAL rating: 70%

Top Ten

Each ish we'll be bringing you a chart from an exotic location. This month it's, er, Germany.

1 Super Contra (SNES)
TOTAL rating: 88%

2 Tiny Toons (Game Boy)
TOTAL rating: 89%

3 Super Aleste (SNES)
Not reviewed

4 Zelda III (SNES)
TOTAL rating: 93%

5 Parodius (Game Boy)
TOTAL rating: 83%

6 Castlevania III (NES)
TOTAL rating: 80%

7 Super Mario Bros 3 (NES)
TOTAL rating: 98%

8 Super Mario Land (GB)
TOTAL rating: 94%

9 World Cup (NES)
Not reviewed

10 Batman (NES)
TOTAL rating: 81%

JOE & MAC™
CAVEMAN NINJA™

SUPER ACTION - 90%
"THIS GAME HAS INCREDIBLE ADDICTIVENESS AND WILL GIVE YOU A GREAT DEAL OF FUN FOR A VERY LONG TIME."

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The Future Entertainment Show

Where will YOU be for four days between the 5th and 8th of November? If you aren't at the Future Entertainment Show, you won't be anywhere. Read TOTAL's guide to the show and find out why you should be there!

In three weeks time, Earls Court 1 and 2 will be filled to the brim with consoles, computers, video games, coin-ops, posters, ludicrously shaped joysticks, flashing lights, massive video walls, masses of celebrities plus thousands and thousands of people!

For the time of the legendary Future Entertainment Show is almost upon us. This is going to be the biggest event of it's kind – ever!

So why should *you* be there? Well, in shows of old it was home computers which ruled the roost; these days it's consoles – and especially Nintendo – who are the stars of the show.

Obviously, Nintendo will be showing off with all the best games of the show: Street Fighter 2, Super Mario Kart and Pilotwings on the Super NES; Mario and Yoshi on the NES, and maybe even Super Mario Land 2 on the Game Boy.

Then we have our chums Ocean flaunting their massive line-up of new titles. Visit Cool World, take hold of Lethal Weapon, fly through the Parasol Stars, defend some Lemmings, shoot Robocop 3, tear into F1 Exhaust Heat, and generally be stunned by the tidal wave of new software (wave, Ocean... geddit?).

Terribly amusing. Yes, anyway, Acclaim are always good for a laugh. As well as barrowloads of new Bart carts, they'll also have WWF on all formats – including real life! Yes indeed, the stars of the rubber ring will be putting in an

Points of interest...

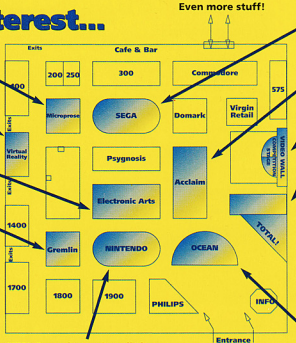
Even more stuff!

Head for the Microprose stand and gawp in wonder at F-15 Strike Eagle on SNES and GB.

Whoo! Virtual reality. Now you can be the Lawnmower Man for real (well, nearly).

EA just might have sneak previews of their SNES titles PGA Golf and Desert Strike.

Zoom on over to the Gremlin stand and take a butchers at all their new racing games.



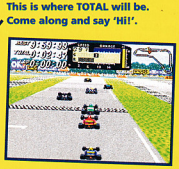
YES! Go and examine all the latest (and bestest games) like SNES Super Mario Cart (left).

Whoops. Still, you can see how Sonic 2 is just like Sonic 1. Hee!

Acclaim will be showing off their WWF and Simpsons games, not to mention Spiderman, Crash Dummies and loads more!

A *really* big video wall, where the Championship will be held.

This is where TOTAL will be. Come along and say 'Hi!'.



Take a look at Prince Valiant and MC Kids (NES), Parasol Stars and Lemmings (Game Boy), or SNES titles like Cool World and F1 Exhaust Heat (above).

ENTER THE MUSIC ZONE!

HEY!

Now your Nintendo is more than a console... it's a music system. That's right, with the new Miracle keyboard plugged into your Nintendo you can play music straight away. And if you can't play music yet don't worry – The Miracle will show you how.

The Miracle is a personal piano tutor that teaches you about music the fun way. There's arcade games to help you understand notes... rhythm... chords. Within hours you'll be playing a simple tune. Within days you'll be amazing your family and friends by playing brilliantly.

Stereo output. 128 different musical sounds. Personalised lessons. 49 velocity sensitive keys for true sound.

The Miracle is a **GREAT** performer!

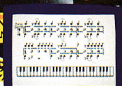
THE MIRACLE PIANO TEACHING SYSTEM

MIRACLE FOLLOWS EVERY NOTE YOU PLAY TO GIVE PERSONALISED LESSONS.

LEARN TO READ MUSIC BY FOLLOWING DUCKS ON THE MUSICAL STAVE.

With The Miracle, playing music just couldn't be easier. It's a great keyboard too. Stereo sound... lots of different effects, including guitar, organ or rap... plus ready-made hits to play along with.

ARCADE STYLE GAMES MAKE LEARNING FUN. ROBOMAN TEACHES RHYTHM.



WITHIN WEEKS YOU'LL BE READING MUSIC... AND PLAYING BETTER THAN YOU EVER THOUGHT POSSIBLE.

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THE MIRACLE PIANO TEACHING SYSTEM. £249 inc VAT.

The Future Entertainment Show

appearance, together with some Crash Dummies (all the rave in the States and crashin' in over here) plus one or two Terminator twos, too (ahem). Oh yes, Acclaim have SNES Crash Dummies and Terminator 2 on display as well.

Gremlin have a stand, and racing freaks should keep their peepers peeled for signs of Top Gear 2 and Nigel Mansell's Grand Prix on the SNES, Jeep Jamboree and Dirty Racin' on the Game Boy, and 'our Nige' on the NES. And you never know, you just might glimpse Utopia on the SNES – for use with the new mouse, no less.

UPPERS
See all the latest games and hardware for your Nintendo. Play on the biggest coin-ops. Get yourself some bargains!

DOWNERS
That cretinous spikey blue rat will be there, showing off as usual. There won't be another one for at least a whole year

Nearly real

As well as carts for your favourite games machines, there'll be a host of hot coin-ops (many on free play) plus the first virtual reality systems. These arcade machines allow you to become completely submerged in the game world.

Stereo eye-goggles let you see the world in 3D, and your movements are realistically translated into the vector graphics of this weird electronic other-world.

You can fly a Harrier Jump Jet against enemy fighters, burn around a rally track or battle prehistoric monsters in the state-of-the-art Dactyl Nightmare. But the real kick is that all the action is relayed to the whole show using a video wall bigger than the one used at the WWF Summer Slam – and that's *big*. Anyway, it's all a bit fab, so hang around until it's your turn!

Media city

We've already told you about the tie-in between the FES and Bad Influence! for the National Computer Games Championship, but did you know that Radio 1 are getting in on the act?

There's going to be a competition in conjunction with the, er, *whacky* Steve Wright show each day between Monday 2 and Wednesday 4 November. So tune in and you could claim yourself some pretty mean prizes.

Top magazines Smash Hits and Satellite Times will also be covering the event, and of course, the TOTAL team will all be there waiting to say hello.

So there you have it. What do you want? A personal hand-delivered invitation? Be there!

Where 'n' when?

The Future Entertainment Show is being held in halls 1 and 2 of Earls Court Exhibition Centre in London (that's the big, smoky bit at the bottom of Britain).

Once you get into London, you need to get on either the District (green) or Picadilly (dark blue) lines and, er, get off at Earls Court.

And you'll be pleased to know that British Rail have special tickets on offer. At any of the 942 BR Network SouthEast stations you can get hold of an admission ticket to the show (which is £1 less than on the door) plus a one-day Travelcard which covers your return journey to London plus unlimited tube and bus travel for the day. Now is that a good offer or what?

The show is open from 9.00am till 5.00pm every day except Sunday when kickin' out time is 4.00pm.

Tickets on the door cost £7 for oldies and £5 for nippers. Of course, you don't want to queue all day, so why not call 051 356 5085 for your advance ticket?

Check out Page 115 for more info.

The great £10,000 Games Championship!

Just in case you've been living under a rock for the last three months, one of the big draws at the forthcoming Future Entertainment Show will be the finals of the National Computer Games Championship.

The Championship is being held in association with YTV's new telly prog, Bad Influence! Andy Crane – star of Bad Influence! – will be hosting the event and the finals (held at the FES show over the weekend) will be televised and shown on Bad Influence! during the week.

The place

This competition is open to anyone who hauls ass down to their local Virgin Games Centre or Megastore. By the time this issue of TOTAL hits the streets (15th October), the Scottish heats will have been done and dusted. But if you rush, you can still enter at the Megastores or Games centres in Stockport and Manchester (October 19 – 22); Birmingham, Bristol, Cardiff, Newcastle and Gateshead (October 26 – 29); or in London at Bromley, Croydon, Guildford, Ilford, Kingston and Oxford Street (October 26 – 29).

The pressure

To enter, you must go to the participating store the week before to register your entry. The heats take place at the store between 2 and 5 pm from Monday to Thursday.

While you're there, you get just two minutes to clock up a high score on either of the three games shown below – which one you pick is up to you.

The top four players on each machine (12 gamers in all) will then be called back to take part in the regional final on the Friday of that week. This time they each get 15 minutes in which to prove themselves, and the three top gamers will battle it out in a head-to-head-to-head on all three machines.

The regional final winner walks away with a Super NES, an Amiga, and a clockwork toy called a Mega Drive, plus an all expenses-paid trip to the FES for the Saturday play-offs and, hopefully, the Sunday final.

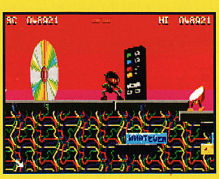
The prize

The guy or gal (wouldn't it be fab if it was a girl!) with the guts and glory will be £10,000 better off, while the second place runner-up gets £4,000!

Of course, on the day, anyone could do the business – but if you don't enter you *certainly* won't stand a chance…

In the regional heats, you can rack up a high score on UN Squadron on the SNES…

… Or you can break few records in The Aquatic Games on the Mega Drive…



… Or you can zoom into the high scores with the Amiga's Sonic-beater, Zool.

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your

super Castlevania IV

New

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He's back, the Duke of Darkness. Count Dracula has returned to unleash untold horrors upon the helpless villagers of Transilvania, in this bloodcurdling, spine-chilling adventure. Can you find your way through 11 terrifying levels each filled with impending doom. Will you find the hidden weapons which will aid you in your mission to defeat the ghosts, ghouls & phantoms which lurk inside the Castle of Undead and roam it's ancient grisly grounds. Are you brave enough to try? Or would you rather die?

Mean Machines 1/92:
Lots of levels await your whipswinging presence, and they're pretty difficult to master!
OVERALL 93%

8 megabit game
11 levels
For 1 Player
System: Super Nintendo Entertainment System

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SUPER NINTENDO

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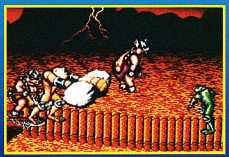
PREVIEWS

SUPER BATTLETOADS

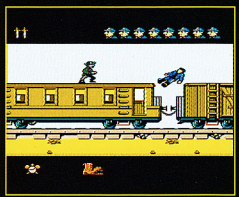
For SNES **From** Tradewest **When** Early 1993



If you've already checked out the reviews of Battletoads on Game Boy and NES, you'll know that this is one game to really look out for on the SNES. We've only seen a few pictures of this new 'Toads game, but if it's as impressive as the other games it'll be brilliant. Zitz, Rash and Pimple will return early in the New Year.

NORTH AND SOUTH

For NES **From** Infogrames **When** December



This American Civil War sim isn't a tedious little strategy game – it's much more like an arcade game. Move your armies around the good old US of A, raid trains and capture forts to win the war.

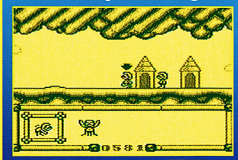
LETHAL WEAPON 3

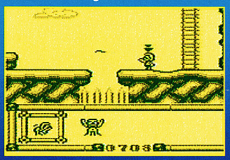
For SNES **From** Ocean **When** Early 1993

Those two buddy cops, Riggs and Murtaugh, may have been in three movies but this is their debut in a platform shoot 'em up. The cops are given different cases to solve, each one loaded with thugs with some peculiar desire to waste the bobbies.

HUMANS

For Game Boy **From** Imagitec **When** Dunno yet





In this puzzley arcadester you take control of the destiny of a tribe of humans. You have to guide them through different levels and at the end of each one they discover new things like the wheel and fire, and learn how to to use them. It's all about evolution (sort of) but looks loads more fun than a biology text book.

CLAYMATES

For SNES **From** Interplay
When Early 1993

This is the first game to feature clay animation – little Plasticine figures have been digitised and used as all of the game's main characters. You can expect to see this arcade adventure early in the new year.

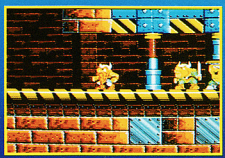
RAGNAROK

For Game Boy
From Imagitec
When Dunno yet

I know it doesn't look very exciting, but, Ragnarok is actually a role-playing game. Yep, all that swords, sorcery and er, Seville oranges stuff crammed into your GB.

THE LOST VIKINGS

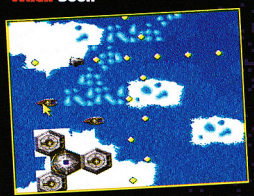
For SNES **From** Interplay **When** New Year



Erik the Swift, Baleog the Barbarian and Olaf the Stout were just ordinary Vikings, enjoying a good pillage, when they were suddenly whisked off by an alien spaceship. As they try to escape, each door opens to reveal a different era in history. There's puzzles, teamwork and the odd 'hurdy-ho' in this arcader, out early 1993.

FULL METAL PLANETE

For SNES **From** Infogrames
When Soon



Ever played one of those war games where you spend days moving all your counters around a huge map? Well, Full Metal Planete takes all the hard work out of it and brings it bang up to date in a sci-fi setting!

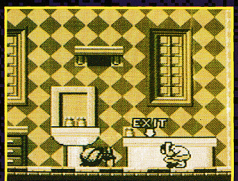
DIZZY

For NES **From** Codemasters
When Soon

Dizzy's been solving puzzles and collecting diamonds for years on other machines, and now he's on the NES. Read the definitive TOTAL review of this hot cart next ish.

DOCTOR FRANKEN 2

For Game Boy
From Elite **When** Soon



Not content with turning out the original Dr Franken, one of the best GB carts around, Elite have decided to make a sequel, taking the best bits from the first game and adding some new things to make it even better. More news soon.

THE BLUES BROTHERS

For SNES **From** Titus **When** New Year

It's new, it's blue, and they're in a stew! The men and their music have made it to the SNES, parallax and all. The Blues Brothers is packed full of nasties, pick-ups, power-ups and things that make you bounce. It's also got some of the tastiest music we're ever likely to hear from the SNES, or maybe it's just because we're big fans of the film. Anyway, look out for a full review around December.

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LETTERS!

Well, if it's letters you're after, you've come to the right place, cos we got loads of 'em here. We've even got answers as well! Keep 'em coming in to TOTAL!, 30 Monmouth Street, Bath BA1 2BW.

Badly Greyzed

Dear TOTAL,
Please explain why Nintendo are determined to stamp out grey importers? Don't Nintendo make money on imported carts, just as they do on official ones? Okay, so they make more money on official ones, but surely they lose out by designing and installing the protection chip that won't let UK SNES owners play Japanese games.

Grey importers came up with a cartridge converter adaptor in the SNES's first month of release. Didn't Nintendo see this happening? If Nintendo want to kill off grey importers, why don't they speed up their release schedule, like in the US? The Game Boy is a prime example of what can be achieved when you've got a solid software base.

Nicholas Ralph (15), King's Lynn

Dear Nick,
Nintendo prefer to control which games are released where and when for several reasons: 1) Take Street Fighter 2, for example. Because grey importers have already flooded the market with the thing, it really messes up Nintendo's ad campaign: 'Street cred, street wise, street talk, street... You know the rest. It's coming soon' looks a bit stupid when everyone in your class already has a copy! 2) Grey importers spoil Nintendo's pricing structure – you can get most official titles cheaper on grey import (not that this is a bad thing).

However, if one of the biggest companies in the world really wanted to stamp it out, they certainly could. **STEVE**

Prize Letter
WRITE ON!
This dudes won some fab STUFF!

Steve's Shorties!
The column for people who don't mess about!

Dear TOTAL,
Do you check that the ads in TOTAL are straight? I sent £3.50 and a game worth £33 to Video Swap, 5 Chatsworth Road, Hazel Grove, Stockport, as advertised in TOTAL 10 weeks ago. I've heard nothing from them since, and neither has my mum, who wrote a letter asking for my game and money to be returned. We get the impression that this is a rip-off, i.e. theft, and wonder if hundreds more people are sending in their games and never hearing about it again. What do you think?
Tom de Ronde, Northwood
Sadly, Video Swap have gone bust. They had been trading successfully for 18 months with no complaints, but were caught out by the current recession. If you have sent money into them, you need to get in touch with Stockport Trading Standards Authority on: 061-474 4248 – they'll tell you what to do. **SJ**

Dear TOTAL,
I would like to know if I can buy Lotus Esprit Turbo Challenge – or something similar – where two players can play against each other – for my NES. I have been looking all through my mags and in the shops, with no luck. If you do know, could you please tell me where to find it.
Paul Terry (12), Hythe

Super Off Road. It's not really Turbo Esprit Challenge, is it?

Sorry, Paul, but the only game like this is Top Gear for the Super NES. However, you can play two-player NES racing on Ivan 'Ironman' Stewart's Super Off-Road Racer or Galaxy 5000. But it's not quite the same, somehow. **SJ**

Dear TOTAL,
Could you please let me know if it's possible to buy a back number of TOTAL. If it is, could you please let me know how much to send. It's number 6 I want for my grandson in Italy.
Jean Ayres, Peterborough

WIN! WIN! WIN! WIN!

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Write to TOTAL and win some Philips 'Moving Sound' goodies!

Our chums at Philips have kindly stumped up some brilliant prizes for all the letters we print each month. The sender of our star letter gets a superb Philips personal stereo, a Moving Sound T-shirt, duffle bag and personal stereo holder. All the other letters get a T-shirt, duffle bag and personal stereo holder, while each of the shorties win themselves a T-shirt. Go on, then – get writing!

WIN! WIN! WIN! WIN!

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WILL PRINCE VALIANT MAKE IT AND FULFIL HIS DREAM OF KNIGHTHOOD?

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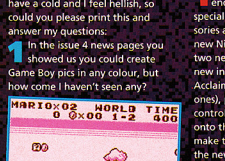
High Street Prices

Dear TOTAL,

It is 10:15 on a Saturday night, I have a cold and I feel hellish, so could you please print this and answer my questions:

1 In the issue 4 news pages you showed us you could create Game Boy pics in any colour, but how come I haven't seen any?



Pretty in pink? You want colour – we got colour.

2 Will you ever have a big poster of *all* the TOTAL team?

3 Will you have a comic strip based in the TOTAL office, like other mags?

Alasdair Menzies, Oban

1 Yes, we did, didn't we? Tell you what, we'll do some next issue. Okay?

2 No way! You'd just throw darts at it.

3 What other mags? All the comic strips we've seen have been crud. **STEVE**

Hate Late Data

Dear TOTAL,

I have one or two criticisms I'd like you to hear.

1 TOTAL's not up-to-date enough. I have just read your special feature on Nintendo accessories and found no mention of the new Nintendo light/magnifier, the two new Game Boy carry-cases, the new infra-red controllers from Acclaim (not the old two-player ones), power grips for NES controllers (rubbery things that fit onto the side of controllers to make them more comfortable) or the new gizmo joystick for the NES which came out in August. I found that you reviewed Final Fight in the September issue when it actually came out at the beginning of August. I also found that you were waiting until the October issue to review U.N. Squadron and Lemmings when they came out in the middle of August. (And, from the shop demo, U.N. Squadron looks like a pretty excellent game.) Please try and review games/accessories when they come out, rather than months later.

2 Why don't you try and include a feature on joysticks and accessories in the magazine every month, instead of just doing a big one every few months.

3 Why do you keep stopping things suddenly, TOTAL Tea-time ran for two months and then abruptly stopped.

4 You seem to advertise games in your mag that you don't review until the next month, such as Mission Impossible and Turtles II in issue 4.

Other than that, your magazine is totally wicked! Oh, and one other little question: why are grey imports called grey imports, cos they're not grey at all ! Keep up the good work!

Lewis Packwood (12), Watford

Dear Lew,

1 We can't hope to be up-to-the-minute on every single widget and doobrie that comes out – especially when the companies that produce the things don't even tell us about it beforehand! Similarly, it's very tricky knowing when the new Super NES games are to be released – Nintendo themselves aren't sure most of the time!

2 There aren't enough new joysticks to fill a whole feature every month. We reckon it's much better to wait and review a full range of stuff all in one go. Well, that's our excuse and we're sticking to it.

3 There were lots of new games to cover, and we didn't think TOTAL tea-time was worth the space, so we dropped it (we're hard like that).

4 Occasionally, the software houses have the adverts ready before we actually get hold of the games. Mind you, it doesn't happen *that* often!

Grey importers are called grey importers because... Um, because... Ah! here comes the next letter! **STEVE**

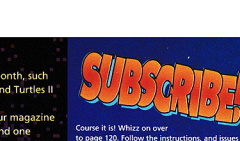
Weird Places I've Played My Game Boy

(Number 8)

NAME Toby and Emma Brooks **FROM** Bookham
AGE Toby: 12 Emma: 9 **FAVE GAME** Toby: **Faceball 2000;** Emma: **Gargoyle's Quest**

'Weird Places...' breaks with tradition this month and presents not one, but two weird gamers. We reckon it was all a ruse by brother and sister duo Toby and Emma Brooks to wheedle two Game Boy carts out of us. Well, ha! We're only going to send you one! And if you don't share it, we'll send James round to... Um... Well, that's bad enough, isn't it?!

Oi! We know you weirdos are out there! Send all those pix of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held.



Course it is! Whizz on over to page 120. Follow the instructions, and issues of TOTAL from olden days will be despatched to your abode forthwith. *SJ*

Dear TOTAL,

Even though TOTAL is a very well presented mag and is full of excellent stuff, I think it would be improved by having a double page featuring the 'Game of the Month' for each console. This would give TOTAL readers a better idea of what game to buy for their console instead of spending money on a rubbish game. Is this a good idea?

Neil Baxter, Bodmin

Well, the Game of the Month is generally the one which rates the highest. However, from next issue, anything that rates above 90% will receive a TOTAL award. Er... We don't know what it's going to look like or anything, but we will have one! *SJ*

Dear TOTAL,

What a joy to read in issue 9 that the OFT will be investigating prices being charged in the UK. Let's hope they do the right thing and force manufacturers to bring their prices down to a reasonable level. In the meantime, may I suggest that as well as writing to Mr. Heseltine, your readers also write to: Mr S. Todor, General Manager (International Sales), Nintendo Co. Ltd., 60 Fukuine Kamitakamatsu-cho, Higashiyama-ku, Kyoto, 605 Japan C.P.O. Box No. 23.

Tim Gunn, Essex

Good idea! And if anyone gets a reply, let us know! *SJ*

Dear TOTAL,

I have been waiting to buy a certain game for over a year now, and it still has not come into the shops. Please could you tell me why the shops over in England get all the good games before the shops over here in Ireland. It's not fair on us, waiting bored out of our skulls for a brilliant game to arrive, while over in England people are already enjoying it.

Patrick McBride, Co. Armagh

I really don't know: it's not as if Ireland is thousands of miles away. The best thing to do is send for games from the mail order companies that advertise in TOTAL! *SJ*

Dear TOTAL,

Has anyone informed you of the discount schemes operated by some shops? I now buy all of my games from Boots the Chemist. – for each £10 you spend on games (as well as records, tapes, videos, etc.) you are given 1 token. Collect 10 tokens and you get £15 off your next game. This is a saving of 15%. However, when I cashed in my tokens to get £15 off a new game, they gave me the full amount of four tokens to start me off again, even though with the discount I had only spent £25. This eventually works out at a saving of over 20%. I am sure many of your readers would be interested to hear this.

Simon Robinson, Liverpool

Yep, reckon so. Get on down to Boots, TOTAL chums. *SJ*

Dear TOTAL,

I think your mag is ace. I also think if David Mellor had stuck to playing with his Nintendo, he might still be Minister of Fun! Anyway, you said 'keep it short', and I have!

Owen Davies (13), Bron, Hants

Anyone who supports Chelsea deserves it. *SJ*

Dear TOTAL,

Although you're the best magazine in the world, there is one thing I disagree with. How come it's mostly boys who write in to you and only one or two girls?

Anna Klosowski, Stoke-on-Trent

It's not our fault! Still, I really don't understand why we don't get lots of girls writing in to us sexy TOTAL guys! I mean, just look at us, hunky, macho, er, stupid... Um, then again... *SJ*

Ted Griffiths (wants Blade Runner), Kit Mary Wong, Xavier Robert Davis, B Hargrave, T Cuth, Richard Hulme, Richard Hall, Andrew Hargreaves, Daniel Hall, Stephen Hall, Jonathan Hall, Stephen Hall, Jonathan Hall, Stephen Hall, Jonathan

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Cosmic Master of the U-Force

Dear TOTAL,
I have a few simple questions for you:

1 What games can't be played on the U-Force?

2 I am going to America next year and would like to know more about the Gamekey and which games to avoid. Will the Americans know which games I can play using the Gamekey?

3 I notice Pacman is included in the Gamekey adverts, but I haven't seen it on sale here for the NES. Will it be released or will I have to buy it as a US import?

4 One last question. Being an oldie when it comes to playing games, I'm glad that some of the old games which I used to play in the arcades when I was younger are coming out, eg. Qix, Q-Bert. I used to play Track & Field in the arcades and I've seen Track & Field II on the NES. Whatever happened to Track and Field I on the NES?

Mark Huntley, Cardiff

Dear Mark,

1 To be honest, you can't actually play any games on the U-Force: it's a complete pile of old nob.

2 No, the Yanks won't have a clue about the Gamekey. You could try calling the people who make it – they should know what games it works with. Try their hotline on 0795 435158 or 081 534 6081. And tell 'em TOTAL sent you!

3 If you're keen to get it, I wouldn't bother waiting for Nintendo to import the thing!

4 Well if it was as dull as Track And Field II, let's hope it's been deleted! **STEVE**

Mario Scart

Dear TOTAL,
Your mag is great! I have some questions for you:

1 Will a PAL Famicom work on my English television?

2 How can I tell if my TV is PAL or SCART? What is PAL and SCART?

3 Lots of other kids have Famicoms – does this mean that their TV is SCART? Why don't Famicoms work on most TVs? I don't understand it.

4 Will your mag get any bigger, now that it's gone up in price?
PLEASE, PLEASE, PLEASE print this letter – it took ages to write it and I've got blisters on my fingers!

Richard Jones, Fareham

P.S. Would you recommend a job in computer mags?

Dear Dick,

1 Yes, no problem. Don't believe what other mags may tell you – US and Japanese machines plug straight into a SCART TV and work (better than the UK SNES, actually).

2 PAL stands for Phase Alternate Line and is the standard used by UK televisions. American and Japanese tellies use the NTSC (National Television Standards Committee) standard (which isn't as good as ours) and European countries use SECAM (er... Something Equally Complex And Meaningless). As long as you didn't buy your telly in Kyoto high street, then it'll be a PAL TV.

To check if it's SCART, look round the back of the set. If there's a funny pointy oblong slot with 21 pins in it, it's SCART. If it's got a rectangular-shaped hole with wires dangling in it's broken. **STEVE**

P.S. Only if you like pain.

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Write to us!

If you'd like your Nintendo queries answered in person, why not come to the Future Entertainment Show (5-8 November) where Steve, Andy, James and Chris will be only too pleased to have a chat. Or, write to us at:

TOTAL Letters, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

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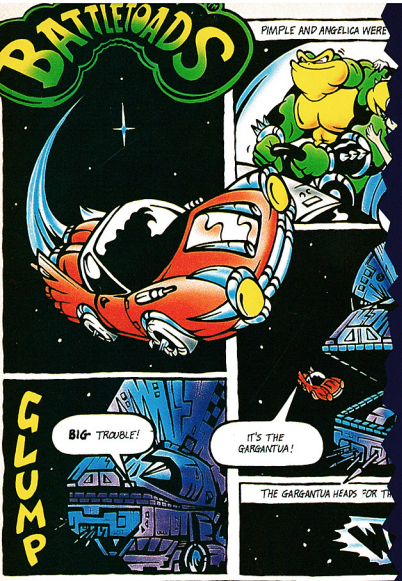


SUPER NES

36 Zelda 3 Hail, fine fellows and welcome again to the good land of Hyrule. Thou needst to be strong of fist and mighty of mind to vanquish the monsters of the malevolent magician. To avail yourself of TOTAL's review of this most esteemed cart, go to page 36, dudes.

NES

6 Battletoads The galaxy's finest fighting amphibians leap into action in an all-singing, all-dancing, all-completely-wonderful-and-fab-to-look-at arcade game that's just the thing for wafting in the faces of unlucky Sega fans.

GAME BOY

10 Battletoads We can't get enough of these slimy super-heroes in this month's TOTAL. So if you fancy getting toads on your Game Boy, either slip some spawn in the slot or check out our Battletoads section near the front.

REVIEWS

42 Super Mario Kart It's got Mario, it's got lots of karting, but is it really Super? Find out...

46 Pilot Wings TOTAL test flies the most exhilarating game yet to soar onto the Super Nintendo.

48 Super Ghouls 'n' Ghosts A chummy spectre, some friendly spirits and a generous goblin. Yep, these really are *super* Ghouls 'n' Ghosts

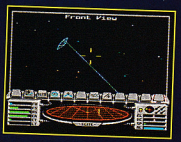
50 Axelay Amazing Mode 7 marvel or just another pretty shoot 'em up?

53 Golf Round-up Decked out in his checked slacks and silly jumper, our Jim hunts for the best golf sim on the SNES.

60 SNES Round-up Take two pages, sprinkle with a generous serving of cruddy games – et voila!

36

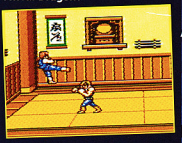
72 Elite The universe is your oyster in this superb NES conversion of an all-time computer game classic.



76 Tom & Jerry Sorry, cat lovers, but you can only play that goody-goody little mouse in this platform game.

78 Lemmings Save suicidal rodents from a fate worse than a night out with the cast of '2 Point 4 Children'.

81 Double Dragon III Shouldn't it be called Triple Dragon? Treble Dragon? Or how about Really Awful Dragon?



72

88 Parasol Stars Bubble Bobble Part 3 bursts onto the Game Boy.

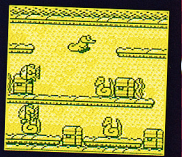
90 Brain Bender Bounce laser beams off mirrors in this puzzler.

90 Harmony Right, then luvvies, in the key of F sharp: 'Turn to page 90'

92 Mysterium Sorry, no idea what this game is about. Better read the review.

94 Kid Icarus Find out just what Icarus did before he went a bit silly with some wax and feathers.

96 Tail Gator Platforms and alligators – it's just like the London Underground (*Eh?! – Steve*)



88

100 GB Round-up Locked away in TOTAL's Round-up dungeons lurk the dreaded *'Unplayables!'*

Village people – in the home of depraved!

No legendary medieval land is complete without a village, and Hyrule is no exception.

1 In one of the houses in the village you'll find a particularly grievous family dispute. Bash the left wall...

2 ... And you'll discover that this vicious chap has bricked up his brother! Mum's so pleased...

3 ... That she offers you a nice little reward if you can complete a course within 15 seconds...

j' You'll have to wait and ■ ■ ■ see what you win, but I

For SNES **From** Nintendo **Price** £50

THE LEGEND OF ZELDA

A LINK TO THE PAST

Who wants to be a hero, anyway? I mean, the hours stink, the pay's lousy and the only thing you usually get out of it is a quick snog from some bird whose single skill appears to be getting into humungous amounts of trouble. Nope, if I had the choice I'd choose a normal job like a wheelwright or a husky-dog trainer.

The Legend of Zelda is a bit lacking in the hero department. In fact, the only one it's got is you. Yep, this is one of those rambling epics in which you've got to battle through adversity and endless amounts of cretinous bad guys in order to save some dippy chick. Ah me.

Fortunately, Zelda 3 is a bit of a stonker, to put it mildly. It's one of those curious games which slowly draws you into its world in the same way that a good book or an episode of Baywatch does. It all starts off easily enough – no sooner have you set out than you're rewarded with a sword and a shield. After that you're sent off to

Well, you can have 15 seconds of my time to tell me something of interest, just so long as you don't mention Swinton Insurance, John Noakes, David Mellor, Roy Hudd and his Huddliners, Bernard Manning, Nikolai Ceaucescu or Pliny the Elder. Alright? Fine.

Dear Jim,
Please could you fix it for me to meet a large, vicious, orange mollusc-like monster with a swishy light-emitting tail. Cheers, Johnny Sadanddementedperson (age 57).

In the Darkworld, Andy is summing up the courage to perform a piked dive with a difficulty rating of 3.4. Little does he know his friends have cut his knicker elastic.

Yes, pay no attention to him. His name is Martin Blitherscope and he collects toejam. Do not approach him or he may attempt to add your slime to his collection.

Then Geoffrey discovered that the purpose of the rocky outcrops was to cover up large violent monsters. He decided to leave his pickaxe at home in future.

collect some pendants, and that's when the real quest begins.

The difficulty curve in Zelda is spot on. You're given plenty of time in which to familiarise yourself with the land of Hyrule, the various characters which populate it and the control system which gets you around. After a while you'll begin to realise the hugeness of the number of quests and mini-quests you have to complete, in order to defeat the bad wizard who's created all the trouble.

ZELDAS
Lush gameplay and nice plot add up to pots of addictiveness. Er, and there's plenty of sword-fighting

The entire game is viewed from overhead, and as the hero wanders around, the landscape shifts with him. The slight drawback here is the screen update lag – you have to walk right to the edge of the screen to move forward a bit. It's not a serious problem, though. One of the best features is the Mode 7 map screen which scrolls about in such a funky manner that I just had to invite a group of Mug-o-Drive owners around to do a spot of drooling.

In keeping with the honourable tradition of Super NES games, Zelda's got great sound, with a series of wibbly tunes for each of the different zones and some wicked little sound

GANONS
The graphics can get a bit dull occasionally. Some of the baddies are a bit on the hard side

TOTAL! TEK-SPEX

Game	Zelda III
Levels	Massive
Difficulty	Hard
Continues	Battery backup
Release date	Out now

Putting Hyrule on the map...

Hmm. According to this map, the legendary world of Hyrule is actually about the size of Newport Pagnell.

The forbidden forest is populated with wood-land folk – and muggers.

Need some scuba gear? Come and visit Zora here.

The village holds many dark secrets and some smelly people too.

The first jewel in the Darkworld is hidden inside this fortress.

This sand fortress holds a number of burrowing fiends with fiery breath.

Need some new armour? Try this cave.

Avoid the three birds who'll peck you through this pass.

This passage is handy if you're running low on energy.

See that shacky shed thing? That's your house, that is.

You'll need some flippers before you can tackle this treasure trove.

The jewel in the crown

The first jewel in the Darkworld is hidden with the Eastern Fortress beyond a maze of hedges.

1 When you arrive at the fortress, just ignore everything and head towards the north.

2 Pick up the power-ups which are hidden under the skulls and carry on heading north.

3 Avoid all the nasties in this room and head up the passage to the right by pushing a rock off the edge.

4 Attack all the monsters over the wall before dropping down onto it from above and zapping the eye.

effects for when you walk in water or fire an arrow, for example. It's all very slick.

Zelda III really has got something to offer everyone. It's massive, wonderfully designed and hugely addictive, and whether you're old or young, normal person or journalist, you'll find it very difficult not to become totally drawn into Zelda's obsessive quest. I would sincerely recommend that you cancel all your engagements for the day you start Zelda III. Oh, and you'd better stock up on Wotsits and bottles of pop, too.

ANDY

TOTAL!

ZELDA III

Looks

■ It's pretty darn good overall, but it can be a bit dull in places

Sounds

■ The tunes sound like the kind you hear in elevators, but the spot effects are nice

Gameplay

■ It's easy learning to find your way around, but that's only the beginning

Life span

■ Like a good record you'll return to it over and over again to play the good bits

This is a slick and hugely addictive game, with graphics and gameplay of the highest order, which could well monopolise your life for weeks
Final rating
93
Percent

Rough guide to surviving in Hyrule

Follow our ten top tips for getting around Hyrule safely and you won't go far wrong.

TOTAL! TACTIX

1 Always stun bad guys with your boomerang first – don't risk damage by wading in with your sword out.

2 Conserve your bombs. They don't appear too often and can only be used in very specific places, such as cracked floors or walls.

3 Firing an arrow is a slow process, so line it up before letting fly.

4 Stock up on energy at every single opportunity. You never know when you're going to get jumped by a hoard of Ganon's minions.

5 Lift up every boulder and slice every bush you encounter – money and power-ups are often hidden under them.

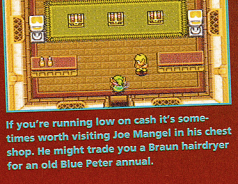
6 You can't get the Master Sword until you've got all three pendants, so don't venture into the lost woods until you've got them.

7 Explore every corner of the Light World in Hyrule because you'll pick up plenty of handy power-ups, such as Zora's flippers, the Moon Pearl, the Power Glove, the Pegasus Shoes, storage bottles, the Book of Mudora, the Bugnet, the Box and mushrooms.

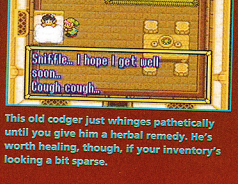
8 More powerful items like the Magic Hammer, the Shovel and the Flute won't come your way until you've got hold of all three pendants and the Master Sword, so don't waste time looking for them.

9 Conserve your Magic Powder. Some of the weapons burn it up quickly, so use it only when you really need to. (Usually when you're just about to die!)

10 If you get stuck, save the game, switch off your SNES, watch an episode of Baywatch and then try again. You might still get stuck but at least you'll have seen Erika Eleniak in a skimpy red one-piece swimsuit.



If you're running low on cash it's sometimes worth visiting Joe Mangel in his chest shop. He might trade you a Braun hairdryer for an old Blue Peter annual.



This old codger just whinges pathetically until you give him a herbal remedy. He's worth healing, though, if your inventory's looking a bit sparse.

WHAT MAMA
WE'RE THE
BADDEST

Get The
INTO YOUR
THE SIMPSONS BART IN THE WORLD
GAME BOY
KRUSTY'S FUN HOUSE
KRUSTY'S FUN HOUSE
THE SIMPSONS BART'S NIGHTMARE
SUPER NINTENDO
GAME BOY
THE SIMPSONS BART VS. THE JUGGERNAUTS
GAME BOY
THE SIMPSONS COLLECTION
TREEHOUSE OF HORROR
THE SIMPSONS COLLECTION
THE SIMPSONS CHRISTMAS SPECIAL
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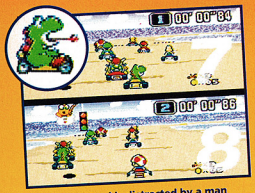
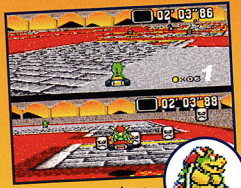


Mushroom Head is distracted by a man dangling a novelty car air freshener from a cloud, while Yoshi races off with the pack.

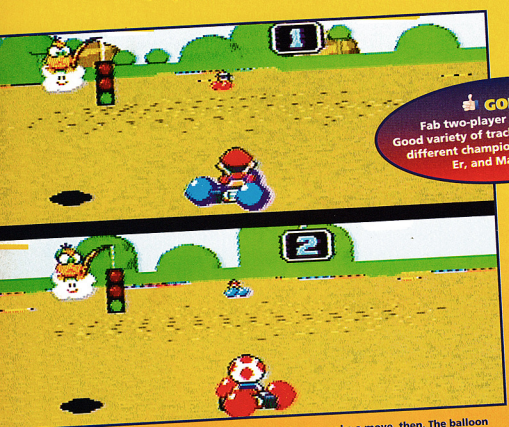
Armed with a lethal, er, banana, our hero makes a dash for the finish line.



Just a few more weeks on the Slim-fast diet for you, I think, Mr Bowser.

SUPER MARI

For SNES (1-2 players) **From Nintendo** **Price £45**



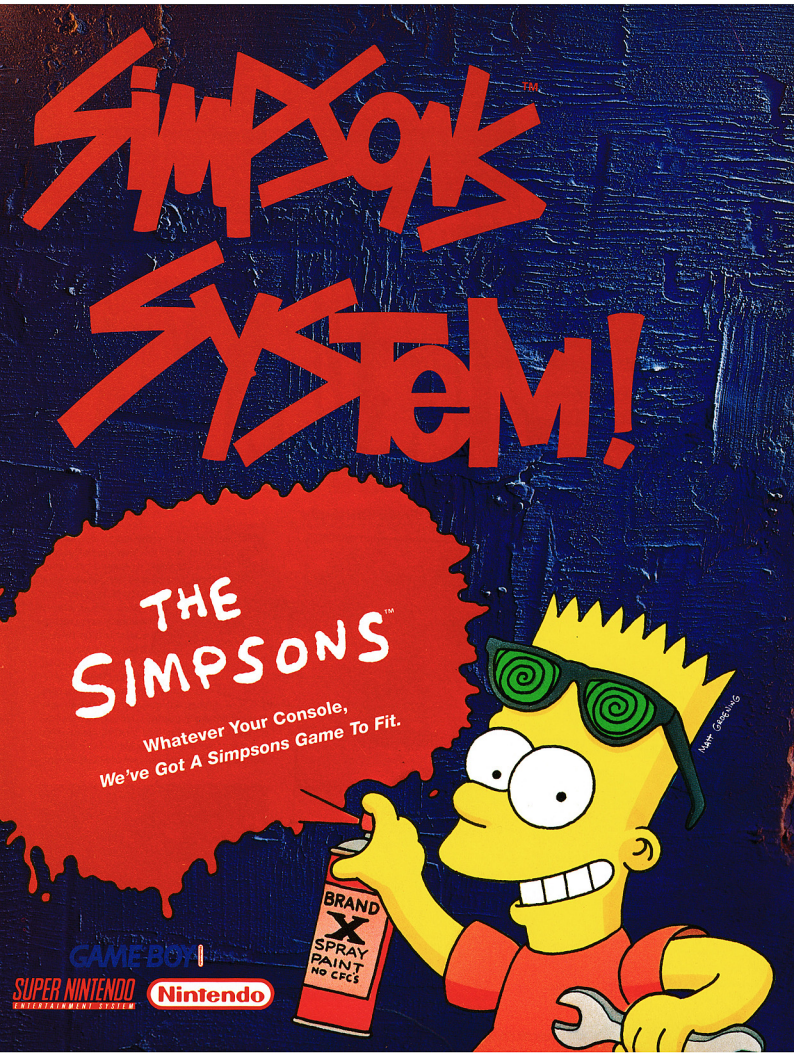
Ah, it's Novelty Car Air-freshener Man again – I'd better make a move, then. The balloon game begins and Mario charges at his opponent only to realise that his adversary has a fourth balloon strapped to his head. Time to pop off, then, I think.

GOES
Fab two-player and vs. modes. Good variety of tracks. A choice of three different championships to drive in. Er, and Mario's in it!

Super Mario Kart features every lovable character from the Mario carts in, um... Mario karts. Well, you know what I mean – Mario, Bowser, and Donkey Kong are all here with their 50 and 100cc go-karts in this sort of Formula Lawnmower racing collect 'em up (with a balloon-popping duel thrown in for good measure). There are no prizes for guessing what you have to do – you begin at the start, end at the finish and do various things in between.

You don't usually find a racing game with things to collect in it, so Super Mario Kart is refreshingly original. Basically, you spin frantically around

That cloud chappie does actually have a use, then – if you take a flying leap off the track, he puts you back on course.


SIMPSONS SYSTEM!
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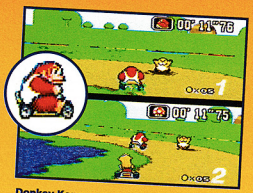
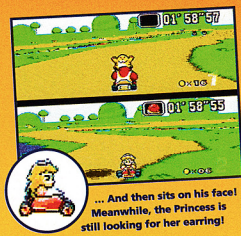
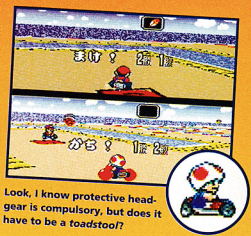
MATT GROENING
GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM
Nintendo



Donkey Kong goes ape when a funny-looking mole pops his head up and almost takes away his lead...



... And then sits on his face! Meanwhile, the Princess is still looking for her earring!



Look, I know protective headgear is compulsory, but does it have to be a *toadstool*?

O KART

GREY IMPORT

the tracks, picking up weird and wonderful weapons like bananas and Koopa shells and lobbing them at your opponents. The only problem is that your opponents can attack you in exactly the same way. And to really make things complicated, you're at risk from the things you throw as well!

The balloon game is one of the whackiest features of the game. You're given a maze, three balloons and a tank full of petrol (unleaded, of course!) and have to whizz around as the karting character of your choice, picking up the mystery weapons and firing missiles to try and pop the other person's balloons. It's loads of fun, but unfortunately it's only available with two players.

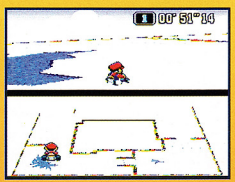
With an awesome 15 bhp at your fingertips, you may not think this is much of a game for speed-freaks. Well, think again, karters! The courses are bizarre, long and really squiggly, and the karts have got 'inertia' (that's 'slidey-ness' to you and me) which will drive you round the bend – or at least have you going off in completely the wrong direction!

SLOWS
The 3D view doesn't work particularly well in the balloon game. The split screen can be a bit of a pain in the one-player mode

Learning when to unleash the formidable banana and other fiendish weapons of destruction takes a while, as does the inertia business, but once you've got that under control you'll be belting around the tracks like Nigel Mansell (only you won't earn millions of pounds for the privilege!).

Super Mario Kart has lots to offer. All the sub-games are different, fun and challenging, and if you're fed up with run-of-the-mill racing games this'll get the blood pumping and the adrenaline rushing again. It's the most fun I've had on four wheels since the MOT ran out on my Fiesta! **JAMES**

TOTAL!



Ice, ice, baby! You'll really chill out on this course, cos it's zero degrees, with zero control over your kart as well!

TOTAL! TEK-SPEX

Game	Super Mario Kart
Levels	24
Difficulty	2 levels
Continues	None
Release date	Now: import

SUPER MARIO KART

Looks
Well drawn tracks and characters. The 3D view leaves a bit to be desired, though

Sounds
Go-kart noises galore, with the usual Nintendo sound effects thrown in

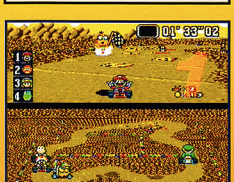
Gameplay
It's all brilliant fun, and the balloon game really is a cracker!

Life span
The two-player mode is really addictive, and even with one player it's tough

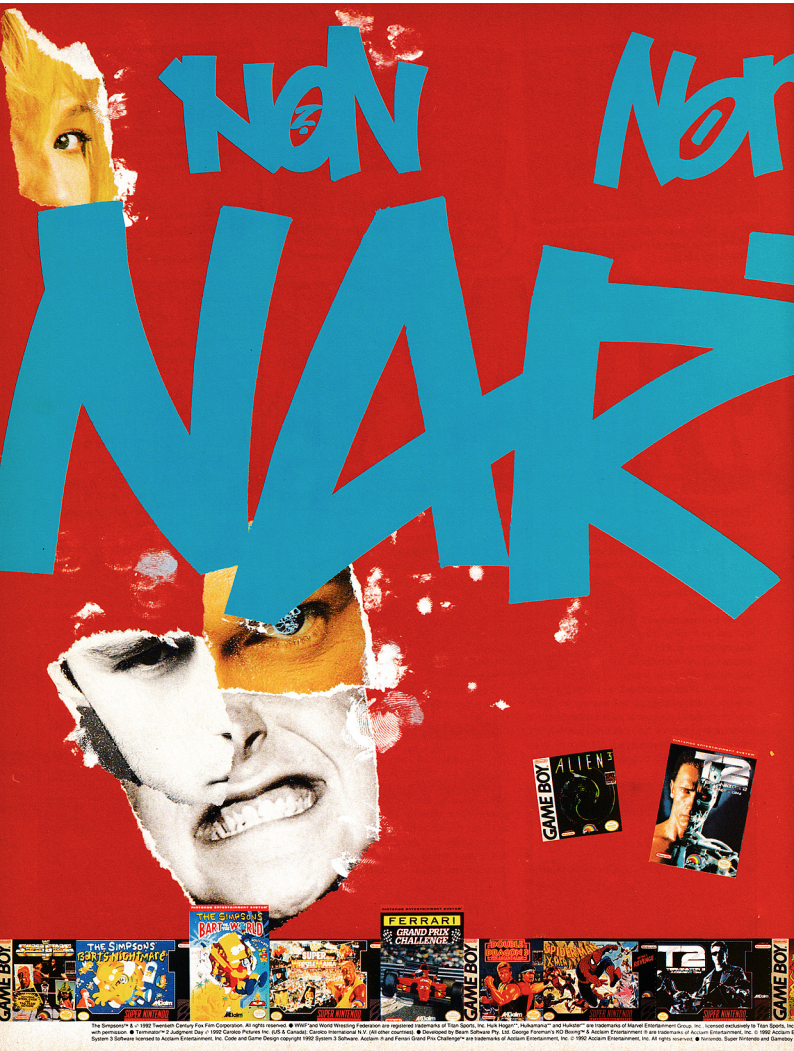
A highly original racing collect 'em up, with addictive gameplay and a fab two-player mode. Worth a look whether you're a racing fan or not

TOTAL!

Final rating 82 Percent



Hurrah, I've won! Right, lead me to the bottles of bubbly and the nice girlies!



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NON
ROW
Nintendo
SUPER NINTENDO
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DEF: EXTREMELY WIDE
And extremely is just how wide our range of games is. Across the Nintendo systems – NES, SNES and Gameboy – Acclaim bring you the action, the excitement, the big name stars. Plug an Acclaim game into your system.
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GEORGE FOREMAN'S
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PILOTWINGS

For SNES **From** Nintendo **Price** £50

After a glorious career, the Red Baron met his match at the balls of the Yellow Alien.

Three sticks, one sheet, a roll of Sellotape and the freedom of the air could be yours...

Just *how* this little chappie doesn't get charcoaled legs is beyond me. Asbestos pants?

Now some people really don't like this game, but I reckon it's utterly fab. When I first saw Pilotwings (almost two years ago), I just had to rush out and buy a Japanese Super Famicom (for about three times more than they cost now. Duh!).

The game is basically a flight trainer, in which you progressively earn your pilot wings (hence the title... er... Pilotwings). You start off as a complete beginner, and are given your first flying lessons in a biplane and under the canopy of a parachute.

Fly through rings in the sky, land successfully and you're awarded points depending upon whether your performance was Harrier Jump Jet or Nissan Sunny GTi. Gain enough points and you're given a certificate (with passcode) and thrust onto the next set of lessons.

By the fourth certificate, you have to prove your flying skills on all four flying machines: biplane, parachute, jet-pack and hang glider (my favourite!). Pass this lot, and you get to be a target for enemy forces when you go on a rescue mission at the controls of an attack chopper!

Other than that, there's not much to say about the gameplay. It's very much a test of your joypad skills and judgement. Controlling the craft is quite easy, but hitting targets and actually landing the things certainly isn't! Still, it's the challenge of getting to grips with heavy objects which would much rather embed themselves into the ground that this game is all about.

Visually, Pilot Wings is more impressive than anything else I've yet seen on a home console. As a game, it may not be that stunning, but it's a brilliant experience flying about in gut-wrenching, dinner-spilling 3D!

In fact, the whole game is a tour-de-force of Mode 7 effects, and really shows what the SNES can do. (Sadly, the still pictures on this page are about as much use as watching a 3D movie without the silly glasses on.) About the only thing you can't do in Pilot Wings is perform a loop-the-loop, but that's a small price to pay when the flying is as exciting and realistic as this. Catch a thermal with the hang glider, swoop down and then pull up again – I guarantee you'll hurl! (Actually, that's a lie, but your stomach will churn a bit.)

I really love playing this. Even though I've finished it, I'm still quite happy to go back to it and whizz around for an hour or two. Why not give your fire-button finger a rest, forget reality and put your head in the clouds!

STEVE

HOVERS

Unbelievable 3D graphics, with superlative sense of movement. Wonderful use of sound. A nice change from jumping and shooting

BOVVERS

The ten 'levels' can be beaten fairly quickly. Simple 'target and land' gameplay won't appeal much to platformer or blasting freaks

TOTAL! TEK-SPEX

Game	Pilotwings
Levels	10
Difficulty	Medium
Continues	Passcodes
Release date	November

The man who fell to Earth...

1 Yeah! Straight through the middle.

2 Erm, it all looks terribly small...

3 One thousand and one, one– oh... PULL!

4 So where's the landing pad, then?

5 Ah... over *there!* (The tiny yellow bit.)

Oops. Still, as they say, Any landing you can walk away from... er... was somebody elses.

Flights of fancy...

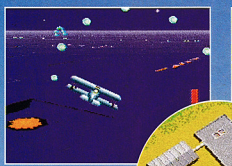
Pilotwings' bonus levels are a bit onthe odd side (and prett hard to reach, too.)

Land on these unfeasibly small, moving platforms and you enter a bonus level...

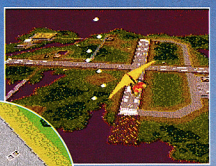
... Where you control a plummeting penguin or a loony with flappy wings!

Flying tonight! Pilot's wings

Pilotwings has four different ways to die horribly by crashing into the ground from altitude. And once you've mastered the biplane, hang glider, parachute and jet-pack, you can climb on board a helicopter and get shot down as well. Ho hum...



The Biplane – it flies both ways. Er...



Hang glider – get pulled up by the thermals. Eek!

Jetpack – keep yourself airborne with mechanical baked bean-power.

Parachute – plummet for a bit, then flap your silks inthe breeze.

PILOTWINGS

Looks

■ Unbeatable. The 3D movement is incredible: impressive, effective and gorgeous

Sounds

■ Slightly odd background muzak, but the FX (whistling wind, especially) are spot on

Gameplay

■ Not everyone's idea of fun, but it's entertaining and a real challenge

Life span

■ You can finish it fairly quickly but you'll keep on coming back for a quick flight

Stunning 3D flight sim, with visuals to make your peepers pop out. Brilliant sensation of height and movement – you'll believe a game can fly!
Final rating
91
Percent

... And then opened his parachute (wimp).

6 Oh gawd, I hope I miss that road...

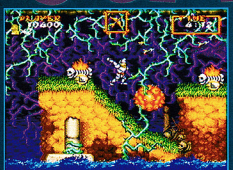
7 Time for a bit of left-hand down, I think.

8 Shall I land on that platform...? *Nah!*

9 Flare! Flare! Stall! Er... STOP!

10 Flippin' eck! I made it!

SUPER GHOULS



It's all go for a knight, y'know. One minute it's a quiet banquet for two in the castle, the next, it's huge red conker-bashing time.

I don't know why people bother trying to get off with princesses... they're nothing but trouble. Mario spends half his time rescuing that dozy Daisy woman; Dirk the daring wouldn't have half as much hassle if Daphne could look after herself; and the brave hero of Super G 'n' G, knight Arthur, could spend his afternoons watching the cricket instead of legging it after beautiful princess Hus. (Hus!?)

KNIGHTS

Bottom-spankingly smart graphics, with some great Mode 7 effects. One hell of a challenge: for once, a game you won't finish in a week!

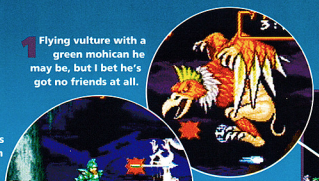
Still, at least his journey is, um, interesting – and Arthur gets to run and jump through some of the prettiest scenery you're likely to meet on the Super NES (though that's not much consolation when the poor bloke gets the crud beaten out of him every other step!).

What we have here is a souped-up version of the coin-op classic, Ghouls 'n' Ghosts. And it really is souped-up, too: this is a regular Hungarian ghoul-ash of a game, filled to the brim with meaty enemies, carrot-crunchy sounds, lentil-smooth scrolling and bubbling over with a thick, hot, action-packed broth. Yum.

There were obviously too many cooks programming it, though, because Super G 'n' G suffers from terrible slow-down when things get busy.

Things that go bump on the knight...

Don't worry it's just a stage we're going through (well, lots of stages, actually).



1 Flying vulture with a green mohican he may be, but I bet he's got no friends at all.

2 Our hero's safe from anything in his suit of green armour. Except the water. And that ghost. And... okay he's not safe at all.

3 Arthur takes to the seas on a flimsy pile of pillows strapped together. *Why?*

4 Nobody loves the fire-breathing Teddy Bear... Not even his Mum.

5 The twisty tower is packed with nasty creatures, like these stoney old gargoyles.

6 Stupidly, Arthur volunteers for the blue maggot-scratching duties.

AXELAY

For SNES (1 player) **From Konami** **Price £50**

There's no doubt that Konami are determined to impress on the SNES. After the stunning Super Probotector and the clever visual trickery of Super Castlevania IV comes Axelay: possibly the most amazing blaster yet seen on a home console!

You'd better have a tissue handy when you see this move, cos it made the whole TOTAL team drool when we first loaded it up (mind you, most of the twonks in TOTAL drool anyway).

This blaster has six levels, which alternate between super-slick sideways sliders and – the real kick – gobsmacking 3D sort-of-vertical scrolling sections. The poor old SNES is working overtime and then some, producing parallax scenes with transparent clouds and depth-cued colours. I won't wibble on about the graphics – the fine selection of home-grown screenshots here should be enough to get you gurgling quietly to yourself.

Sadly, Konami still haven't overcome the slow-down that plagues the SNES – and when they're trying as hard as they are with Axelay, it becomes even more annoying. There's also a lot of sprite flicker when things get busy so it's far from perfect.

Also, Axelay is still just a scrolling shoot 'em up – and apart from the snazzy graphics, doesn't really have anything new or interesting on offer. It's certainly no more fun than, say, U.N. Squadron or Parodius.

Six levels is a bit on the measly side, too, even.

AXELAYS

Oh come on! Just look at the screenshots will ya! Axelay boasts some of the meanest guardians this side of... er... Mean Guardian city

AXELAY

Looks

■ **Stunning Mode 7 scenery, huge bosses, but flawed by flicker 'n' slow down**

Sounds

■ **Run-of-the-mill Japanese electro-bop, although there are some brilliant effects**

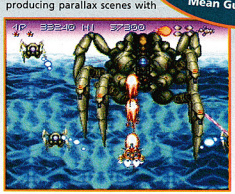
Gameplay

■ **Shoot 'em up action, pure and simple. Fast and furious – but nothing special**

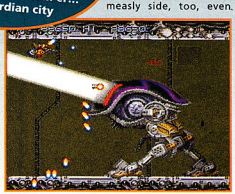
Life span

■ **You'll have a battle on your hands – but only if you avoid the difficulty setting**

Easily the prettiest alien-zapper of all time, with screens full of new and exciting ideas! Just wish I could say the same about the gameplay...
Final rating
81 Percent



Bad Boss #1. Well, it's a spider, innit? You *can* kill it, but I bet you'd have trouble flushing this one down the bog!



Bad Boss #2. ED-209, eat your heart out! This guy struts about and shows off with his massive laser beam. Poser.

'N' GHOSTS

TOTAL! TEK-SPEX

Game	Super G 'n' G
Levels	7–played twice
Difficulty	Very Hard
Continues	Save game
Release date	November

For SNES (1 player)

From Capcom

Price £50

One fire-demon too many and Arthur goes into slo-mo! This isn't disastrous, but it's pretty annoying – and embarrassing if a Mega Drive owner is watching. (Technical note: apparently, this problem is all down to sloppy programming rather than a crapy console. Japanese coders use a programming language called 'C' rather than pure machine code, which is much faster. Our good old UK coders would have made a much better job of it.)

BLIGHTS

Serious slow-down really knocks some of the gloss off. It's not the friendliest of games, with few restarts and some *evil* gameplay

The one thing that set Ghouls 'n' Ghosts – and the original Ghosts 'n' Goblins – apart from other platform shooters, is that they're very, very hard. And Super G 'n' G is no exception: restart points are few and far between, the enemies are completely without mercy and there are some horribly tricky jumps to master. And just when you defeat the head bad-guy and think it's all over, you have to go back to the beginning and complete the game All Over Again!

Just when you think you've finished the game, the Princess tells you to go back and do it all over again. Women, eh?

Super Ghouls 'n' Ghosts is a prime example of one of those game that grows more addictive as it becomes tougher. The trickier the jumps and the more Arthur dies, the more determined you are to beat the damn thing. Lots of lives and lots of continues mean that you can make a biggish dent in it in the first day, but actually completing the quest is going to take you ages!

TOTAL!

STEVE

11 And here is the Goblin King, complete with comedy wellies!

10 These hovering devils really cause problems for you deeper in the demon's castle.

9 Eurgh! Nasty axe-wielding hovering slug-type beasties with pointy ears and fangs. I never did like them.

7 Well, it's a three-headed dragon innit? Actually, it's a real doddle to kill.

8 On the ice level you have to contend with chilly customers like this ice bear thing.

SUPER GHOULS 'N' GHOSTS

Looks

■ Scenery Ranges from average to stunning, but the slow-down is unforgivable

Sounds

■ Suitably spooky tunes and crunchy effects, but not enough of either

Gameplay

■ Classic platform shooting action: tough, demanding but frustratingly addictive

Life span

■ 'Tis a big game, but you may run out of patience before you run out of continues

Impressive platform shooter, with enough challenge to sink a pirate ship! Maybe *too* much challenge for beginners, but a real tasty game!
Final rating
87
Percent

Shoot 'em up, shoot 'em down, and shoot 'em side-to-side!

Straight Laser – Good all-round weapon, does the biz on the side-sliders or the pushy-uppy levels. Um... that's it, really.

Unlike every other standard scrolling blow-the-guano-out-of-the-aliens games around, Axelay doesn't have collectable weapons. At the beginning of each stage, you get to fill up your three weapons pods with the hardware on offer.

You can cycle through the weapons as you play, but if you take a bullet hit, you lose that weapon. Of course, if you run into a large piece of scenery, you lose the whole ship (berk!).

Needle Cracker – Okay(ish). Best used on level four against the pointy-hat guardian, which spews out zillions of bullets!

Round Vulcan – A line of bullets that circles around your ship. *The* most useful weapon in the whole game!

Wind Laser – You only get this on the last level, and dead useful it is too. Covers a wide area, and fires through walls!

Macro Missile – These leave pretty, sparkly plumes like fireworks – and have the same offensive capacity, too. Plop.

Explosion Bomb – These fall a bit, then zoom forwards. Best used on the side-scrollers – but as a last resort: they're nob.

Cluster Bomb – Drops vertically, which means they're useful on the horizontal scrollers. Still borderline naff, though.

Morning Star – Unleashes a circular spray of bullets. Better on the sideways levels, where the enemies are tightly packed.

though they're all quite big. And while the vertical scrolly bits are impressive, the horizontal sections are pretty standard – only the *massive* guardians make you sit up and take notice!

Again, the game is spoiled by having three difficulty levels: I finished it in one day on 'Easy' and the end screen is much the same as the one you see on 'Hard' (er... I cheated). If you do decide to lash out on Axelay, use your will-power and stay away from the difficulty setting!

For all my moans, I do like Axelay – it's dead smart, but just not as amazing to play as it is to look at. Look out, though, cos at the end of the game it says 'We'll meet again in Axelay 2'. I can't wait! **STEVE**

AXLE-RODS

Patchy gameplay, slow-down, flicker and a miserly six levels. Sadly, you can see all Axelay has to offer in one 'Easy' go. Sound is nowt spesh

TOTAL! TEK-SPEX

Game	Axelay
Levels	6
Difficulty	Easy, Normal or Hard
Continues	6, 4 or 2
Release date	Now: import

Bad Boss #3. Old pointy-hat here spins in spewing bullets, then gets ticked off and fades in with all this red hardware! *Mean.*

Bad Boss #4. A bit fishy, this one. Actually, cod-beast is a doddle to destroy – just stay away from his electric nodule (oo-er).

Bad Boss #5. Lava man here hits a '9' on the impressive-o-meter, but he flickers a lot and is so slow he's a piece of cake to beat, even on the 'Hard' setting!

Thanks to Console Concepts (0782 712759) for the review copy of Axelay.

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~~The Golf War!~~ ~~A Load Of Balls~~! The Hole Thing! ~~Fairway to Beaven!~~ ~~TOTAL tee Time!~~ ~~So Far So Good!~~ ~~The Foot of Clubs~~! Er... oh cripes! Look, we've talked Jimbo into doing a flippin' round-up of golf games. So the heading's gonna be...

GOLF ROUND-UP

(What do you want? Blood?)

WIN! KONAMI'S GOLFING GREATS COIN-OP!

SEE YOUR FREE BUYER'S GUIDE!

There's nothing quite like swinging an iron from time to time on a golf course. But whether you're an armchair golfer or prefer breaking the odd window with the real thing, you'll have a field day with TOTAL's definitive round-up of SNES golf sims.

All of these games work in more or less the same way. Firstly, you set up the players. Then you take a bird's eye view of the hole and line yourself up to play. In most of the games, hitting the ball is achieved by a triple button-tap – one to start the swing, one to start the down-stroke and a final tap to slice, punch or drive the ball. The power of the hit is shown either on a bar graph or a rotating dial-type thingy. The bar graph's definitely the easiest method for novices.

Everyone knows that in golf you have a bundle of sticks with a lump of metal or wood on the end for belting the small white sphere around. I still don't know exactly what each one does, but the computer gives you a rough idea and it's easy enough to work it out from there. If you don't know the difference between a birdie and a bogey, don't worry. All the golfy terms are pretty easy to pick up, and they don't make any difference to where the ball goes.

Anyway, here's a peek at the biggest golf sims available at the moment. Even if you've never considered yourself a potential Ballesteros, they're all great fun to have a bash at..

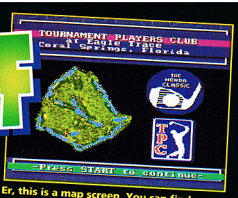
Nick Faldo discovers that playing golf without any legs doesn't really improve his swing.

PGA TOUR GOLF

For SNES (1-4 players) **From E.A.** **Pr**

The first thing to do in PGA Tour Golf is choose which one of the four courses you want to play on. Then, after selecting your club, it's time to whizz off into a (rather jerky) 3D swooping view of the course.

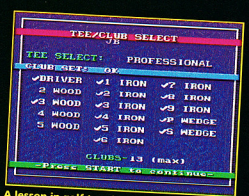
The set-up menus are nice and simple, and after all that's in the bag, all that's left for you to do is tee off and send the ball humming down the fairway. You use the triple-tap/power bar hitting method, with the best club for the shot automatically selected for you – you can change it if you want to but the computer's choice is a safe bet.



Er, this is a map screen. You can find things on it. Good, eh?

It's all nice and easy, but sadly the control method isn't particularly accurate. However, the

That box thing in the bottom left-hand corner of the screen is there to let you know that you've missed the hole completely. Clever clogs!



A lesson in golf terminology: woods hit the ball a long way, irons chip the ball up, and a wedge, er, means grabbing another player by the underpants and lifting him up!

Denim slacks are a must on the golf course, (as well as a nice yellow shirt so you don't clash with the power bar beneath you).

JACK NICKLAUS GOLF

GREY IMPORT

Jack Nicklaus has got a bit of a cheesy grin but I think we can forgive him cos he's dead good at golf! After entertaining us on the golf course he's now given us his very own SNES game (cos he coded it all himself, honest!)

This looks at first like the ideal beginners' game. It's incredibly easy to use and prompts are given all the way, as well as advice at the beginning of each

BIRDIES
A nice screen layout. Easy-to-use control method. Useful menu screens

It's always a good idea to sweep all dead leaves and other rubbish off the green before taking a shot. Shame they didn't clean up the graphics as well.

Ah, a 50-50 sand-gravel mix – perfect! There's nothing like a firm surface to enhance your play. I wonder if I can make it to the next bunker. No problemo!

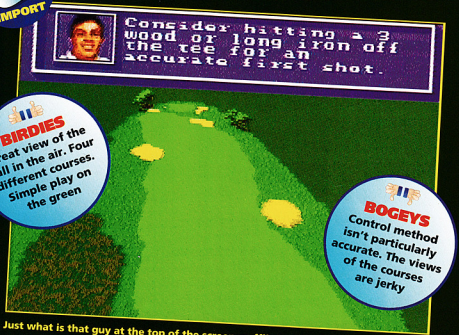
view of the ball after it's been hit is smashing! You follow the ball through the air until it lands, then it all stops and the ball bounces on. On the green, putting is kept nice and easy (if still a bit unreliable,) – just line the ball up on the cut-away graph and swing. Er... Fore! **JAMES**

GREY IMPORT

TOTAL!

TOTAL! TEK-SPEX

Game	PGA Tour Golf
Levels	72 holes
Difficulty	Tough par
Continues	Save game
Release date	Now: import



BIRDIES
Great view of the ball in the air. Four different courses. Simple play on the green

BOGEYS
Control method isn't particularly accurate. The views of the courses are jerky

Just what is that guy at the top of the screen waffling on about? 'Consider hitting a 3 wood'? If you don't shut up I'll consider hitting you in a minute, pal!

PGA TOUR GOLF

Looks
Nice, simple layout with plenty of detail. The course preview is very rough, though

Sounds
Sampled bird sounds and cries of dismay from the crowd. Average music

Gameplay
User-friendly menus, easy aim-and-hit gameplay, and a tough par to beat

Life span
Four courses and room for four players. Despite its faults it's no one-hit wonder

A basic but still tough golf sim, with a fab selection of courses and a battery back-up. It's all a bit rough around the edges, though

Final rating 69 Percent

BOGEYS
Slow graphics. A very poor palette. The course views leave a lot to be desired

shot, so you don't have to worry about finding yourself in the middle of a professional match diggin' divots. Two courses plus a mix 'n' match are on offer, with the familiar triple-tap power bar control system

The problem is, it all goes horribly wrong as soon as you play your first shot, because everything's so darn *slow!* The course is shown using a top-down view (accompanied by some absolutely terrible music) and after every shot the screen takes so long to redraw all the scenery that it gives the game a really dull and ponderous feel. It's a shame, but this puts the game's good points well in the rough. **JAMES**

TOTAL!

TOTAL! TEK-SPEX

Game	Jack Nicklaus Golf
Levels	36 holes
Difficulty	Above average par
Continues	Save game
Release date	Now: import

Oh dear! By my reckoning, this one should land somewhere near Pakistan! It's my fourth hole and I've killed two birds and a caddy and knocked a satellite out of orbit!

Usually, on maps as tacky as this you find a large 'You are here' arrow. This is, in fact, the only view of the course you're gonna get. Adventurous stuff, huh?

JACK NICKLAUS GOLF

Looks
A nice palette but almost everything else is completely off course

Sounds
Terrible tuneless music at the start, but it does leave you alone during the game

Gameplay
Not bad, but ruined by the awful graphics and slow redraw

Life span
The game moves far too slowly to keep you coming back for more

So simple to play it could have been ideal for beginners, but because it's so slow it's easy to lose interest. The poor graphics don't help

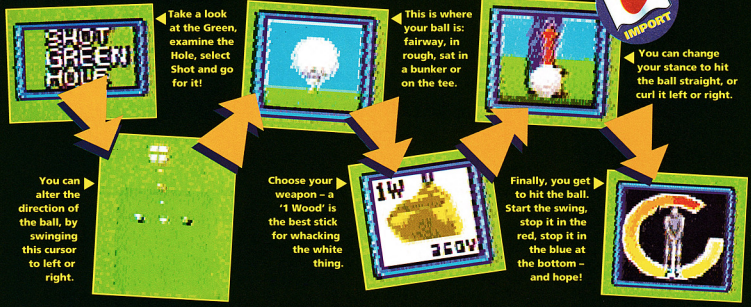
Final rating 59 Percent

For SNES (1-4 players) **From Trade West** **Price £45**

HOLE IN ONE

For SNES (1-4 players) **From Hal Labs** **Price £40**

Taking a swipe at that white thing...



Take a look at the Green, examine the Hole, select Shot and go for it!

This is where your ball is: fairway, in rough, sat in a bunker or on the tee.

You can change your stance to hit the ball straight, or curl it left or right.

You can alter the direction of the ball, by swinging this cursor to left or right.

Choose your weapon – a '1 Wood' is the best stick for whacking the white thing.

Finally, you get to hit the ball. Start the swing, stop it in the red, stop it in the blue at the bottom – and hope!

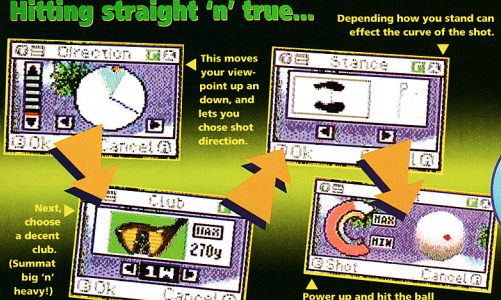
Hole In One is graphically fab right from the word go. You can see that an incredible amount of attention to detail has been paid to every aspect of the game – right down to the grass being combed!

The hitting method – no 'schwing' cries please! – uses a rotating dial-type thingie with a golfer stuck in the middle. I found this style harder to use accurately than the others – either that or my

TRUE GOLF CLASSICS

For SNES (1-4 players) **From T&E Soft** **Price £42 each**

Hitting straight 'n' true...



Depending how you stand can effect the curve of the shot.

This moves your view-point up an down, and lets you chose shot direction.

Next, choose a decent club. (Summat big 'n' heavy!)

Power up and hit the ball on the wiggling red dot.

These are basically three parts of the same game. The real Waialae, Augusta and Pebble Beach courses have been carefully mapped out to produce three sims which are probably as professional as you're going to get. All three carts are on Japanese and US import, but the US versions benefit from readable text: if you'd like all three, I'd advise you to get at least one US version to give you some idea of what the menus do.

BIRDIES
An accurate representation of the game, highly detailed. A tough par to beat

Once you've sorted out the intro menus, you'll find that the gameplay here is by far the trickiest and most golf-like you'll find. These games should have 'Pros only, written all over them!

The triple-tap bar is replaced by a single-tap rotating power dial and a small dot wiggling across the ball (which can easily be misjudged and cause you to make a lovely swing at thin air). The process of choosing your belting rod is nice and graphical,

BONE BREAKING

of the WWF*

They're back bigger, mightier and tougher than ever – the WWF* of WWF* looked so real. With the arena-rocking powerslams Watch out for that go-anywhere wrestling action as the excitement, like never before, is taken to new heig

SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo ENTERTAINMENT SYSTEM

GAME BOY

WWF* SUPER WRESTLEMANIA*, WWF* WRESTLEMANIA* STEEL CAGE CHALLENGE*, WWF* SUPERSTARS* 2, AND HULKSTER** ARE TRADEMARKS OF MARVEL ENTERTAINMENT GROUP, INC. LICENCED EXCLUSIVELY TO RESERVED. NINTENDO®, NINTENDO ENTERTAINMENT SYSTEM®, SUPER NINTENDO ENTERTAINMENT SYSTEM™, GAME

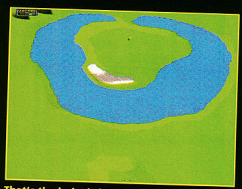
BIRDIES
Great graphics. Very atmospheric sounds. Brill with more than one player

golf ball had been replaced by a square ping-pong ball while I wasn't looking!

Everything in the game is seen from a top-down viewpoint. This does make the gameplay a bit easier, but at the same time it's so different from the viewpoint you would have in the real thing that it constantly reminds you that this is, after all, only a simulation.

BOGEYS
Only a miserly 18 holes to play. The top-down view is a bit too artificial

However, what this game does do, in compensation, is maintain that traditional element of real golf the world over – the exasperated cries of 'why didn't that ball go down the hole?' and 'what's it doing going in that blimmin' direction?'! **JAMES** TOTAL!



That's the hole, is it? Um, I've just remembered I've got a dental appointment...

TOTAL! TEK-SPEX

Game	Hole In One
Levels	18 holes
Difficulty	Tough par
Continues	None
Release date	Now: import

Hole In One lets you know when you're knee deep in sand – as if you didn't know! This is the point where you throw your club away and take up windsurfing instead.

HOLE IN ONE

Looks
■ 3D Mode 7 graphics all round, and enough detail to keep any gardener happy

Sounds
■ Average music which tends to interrupt the play. Still, it's quite atmospheric

Gameplay
■ Not exactly a realistic golf simulation, but very playable nevertheless

Life span
■ Only one course, but playing with chums will add to its longevity

Perhaps a bit too artificial for real golf pros, but still a decent all-rounder, with stunning graphics and a fair amount of playability

Final rating 75 Percent

and there's no mistaking what each one's for. However, no matter how carefully you select your club and place your feet, there's still no telling where the ball's going to go because of the terrible wind problem (caused by too many greens, perhaps?).

BOGEYS
Too slow and technical for the average player. The hitting method is awkward

Once you send the ball humming down the course, bouncing off trees and sinking into every bunker in its path, theoretically you should end up on the green. The thing is, getting the ball to go down the hole takes serious know-how and a big chunk of luck!

The graphics are very detailed and, er, green, but sadly they're not very smooth and look a touch prehistoric. But hey, if it's just some serious golf you're after, you won't care about that!

To be honest, these games were a bit much for me – for the average game player they're too technical and slow-moving. However, for anyone who won't accept anything less than a sim with all the ups and downs of real golf, then this is it. **JAMES** TOTAL!

It doesn't matter which caddy you pick. They're all irritating back-seat drivers.

What you want to do is hit that ball in the middle and get it in the hole. Wahay! That's the last caption done – I can go home now!

TOTAL! TEK-SPEX

Game	True Golf Classics
Levels	18 holes each
Difficulty	Hard par
Continues	Save game
Release date	All available on import

TRUE GOLF CLASSICS

Looks
■ The games are detailed but the graphics aren't. Still, it all looks golfy enough

Sounds
■ Completely unspectacular club-swooshing and ball-plopping noises

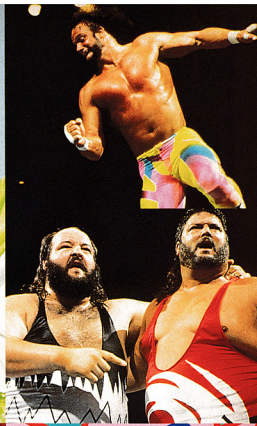
Gameplay
■ Fairly close to the real thing, but it's accurate rather than playable

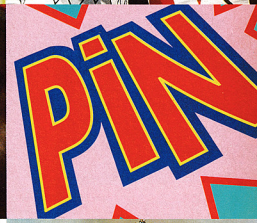
Life span
■ Only one course per cart so if you've only got one there ain't much variety

Some would say three volumes of the same game is a a rip-off, but if you're a pro who likes the idea of playing real-life courses, this one's for you

Final rating 72 Percent

WORLD WRESTLING FEDERATION*





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SUPER NES ROUND-UP

You've seen the best, now here's the rest. Ever charitable, TOTAL pays a short (but polite) visit to some of the poor relations of the SNES family.

SUPER PLAY ACTION FOOTBALL

For SNES
From Nintendo
Price £45

Oh dear. With the full backing of the NFL, and accurate statistics for every team and starting player in the NFL, this game promised to be something really special. Unfortunately, it just doesn't deliver the goods. It's not a game that anyone can play – unless you know the ins and outs of play-calling you'll be completely lost.

Even if you do understand American Footie, the game still manages to make itself almost unplayable. The view of the pitch on screen makes it tough to judge passing plays and hard to find your way through on a running play. On the higher levels – College and NFL – there are just too many key presses involved in a single play, and it doesn't help that the computer opponent is usually inch perfect in everything it does.

This game doesn't even make the play-offs. It's just too uncontrollable, and the awkward point of view means you can't tell what the rest of your team is doing. **CHRIS**

GREY IMPORT

SPA FOOTBALL

Looks
Nice players, and menu screens showing the real NFL teams' stadiums

Sounds
An awful tune which you can't turn off, and the usual 'Hut, hut, hut' stuff

Gameplay
Almost uncontrollable gridiron game that novices won't stand a chance with

Life span
Three levels will keep anyone who can get to grips with it busy for months

Final rating 53 Percent

Here's an offensive playbook. (Doesn't look that bad to me!)

Wide receiver Skip McThurglestein is about to be hit by a pigskin torpedo *and* two musclebound boneheads! What a game, folks.

The end-of-level yobbo is sitting in such a big tree (well, biggish) that we had to stick two screens together to fit him in.

HOOK

For SNES
From Sony Imagesoft
Price £45

Unfortunately, this game of the blockbuster film just doesn't match up to the movie's high standards. The graphics and animation are excellent – very colourful and full of great-looking characters and backgrounds. But, with the usual thugs on each level and difficult bits that you have to somehow find a route through, as well as a giant-sized bad guy at the end of each level, Hook is essentially just another pretty platform game and doesn't really do anything new.

Okay, so Hook doesn't contain much original stuff, but that's not the main problem with the game. The trouble is that it's all far too easy. There are only nine levels and none of them puts up any kind of challenge for very long. You could finish it within a day or so, and that's not worth anybody's money. **CHRIS**

GREY IMPORT

HOOK

Looks
Beautiful cartoon characters with some ace animation. Nice parallax, too

Sounds
The tunes are pretty good, and the effects are acceptable

Gameplay
Run-of-the-mill platformer that's pretty, but also pretty unoriginal

Life span
Nine levels of predictable platforms and easy-to-beat baddies. A day's play

Final rating 60 Percent

'Fly, Peter Pan, fly!' Don't you just hate precocious children!

SUPER ADVENTURE ISLAND

For SNES
From Hudson Soft
Price £45

ADV ISLAND

Looks
■ Colourful and cartoony, but they don't do much apart from move left to right

Sounds
■ Excellent rave-style soundtrack, but ruined by naff beepy sound FX

Gameplay
■ So run of the mill that flour comes out of your SNES. Er, maybe

Life span
■ Boredom will beat you a long time before the game does

Final rating 40 Percent

Yeah, get down and groove! We're the Spatial Whistle Posse and we know how to move! Ahem. What I'm trying to say is that this game's got the funkiest rave soundtrack I've ever heard. Pumping bass beat, whistles – the lot! Cosmic!

It's a shame that the game doesn't really live up to the music, then. Super Adventure Island is an extremely basic left-to-right platformer. Okay, it's got some fairly attractive graphics, but they're nothing amazing considering the potential of the Super NES. It's got essentially the same run 'n' jump gameplay as the Game Boy and NES versions of Adventure Island, and is so tedious that you'll have no desire to play it through to completion. You may as well turn the TV off and just dig the music instead. **JAMES**

Hmmm, either it's so cold that no living creature can survive such low temperatures or this game's just plain empty. Any guesses... ?

DINOSAURS

For SNES
From IREM
Price £45

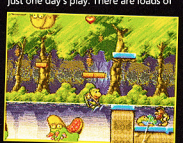
You know that weird Dinosaurs programme on the telly? Well, this odd little platform game has absolutely nothing to do with it.

Instead, it stars two cute kiddy dinosaurs, Rex and Tops who, for no adequately explained reason, have two human kids riding around on their shoulders. These saps help the dinosaurs out at various points in the game, for example when the path is too narrow, or the jumps are too big.

GREY IMPORT

Dinosaurs is an extremely pretty and playable game, but the problem is that you'll see all it has to offer in just one day's play. There are loads of lives, bucketloads of continues and even passcodes to make sure that the end screen makes its appearance in just a few hours.

Sorry, dinosaurs, but you're (pre)history. **STEVE**



Rex (with small child in tow) barely escapes the ravages of a dinosaur-gobbling snake. Sadly, he's escaped the platform, too.

Typical. It's one of those multi-tracked, cavemen-riding spear-up-yer-bum roller coaster rides. I really hate them.

DINOSAURS

Looks
■ Just platforms and parallax, but it all looks nice and colourful

Sounds
■ Terrific clinky-clonky prehistoric tunes plus decent spot FX

Gameplay
■ Standard Mario-style gap-jumping and baddie-bopping action

life span
■ A big game, but continues and pass-codes mean it won't last you a day

Final rating 55 Percent

ULTRAMAN

Looks
■ Poorly animated, blocky sprites and very basic backgrounds

Sounds
■ The odd scraping and crunching noise every now and again

Gameplay
■ Well, you might be luckier, but I can't find a single scrap of the stuff

Life span
■ Playing for more than five minutes is worse than an obscure Oriental torture

Final rating 26 Percent

ULTRAMAN

For SNES
From Bandai
Price £45 (Ha, ha, ha!)

Now, imagine a game that's like Street Fighter 2, only a hundred times better, with superb full motion video animation, CD-quality sound and more moves than a chess grandmaster. Nice, eh? Well, keep imagining, because Ultraman is definitely not that game. This is a cart that Street Fighter 2 would stuff any day of the week. In fact, it's quite possibly the worst ever beat 'em up yet to grace the SNES or any other console,

You play Ultraman, a huge superhero who has to fight giant monsters which look as if they've escaped from a Godzilla movie. What this boils down to in practical terms is that your character stands in front of the enemy and you press buttons randomly, calling on the tiny number of badly animated punches and kicks. Still, at least it's good fun with two players. Ah. There's no two player mode. Oh dear. **CHRIS**

No. Quick, look away. You didn't see this. Not at all. No way, the SNES is a quality console and doesn't have naff games like this.

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Pull-out player's guide

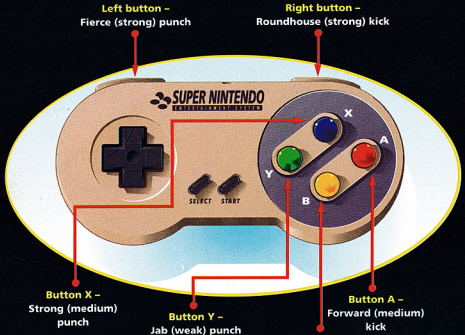
STREET FIGHTER 2

THE ULTIMATE PLAYER'S GUIDE

Here it is at last – the definitive and most comprehensive guide to the best beat 'em up of all time, Street Fighter 2! In this guide we'll show you how to play the game so well that absolutely no one will be able to beat you (apart from the other people reading this, of course!)

To avoid any confusion in this guide, we'll assume you're using the default control settings when playing the game. So here's what each button does:

Let's kick butt(ons)!



So now you should know what we mean by a Strong punch and won't get it confused with the Fierce punch. You have been warned!

Ken and Ryu seem to be the most popular fighters in SF2, so we'll start with them, cos the best way to learn about the game is to master the skills of these two fighters before progressing onto the others.

Street Fighter 2 Champion!

On the 27th of August, to celebrate the opening of the Comet GamesMaster Zone, a Street Fighter 2 competition was held at the Limelight nightclub in London in aid of charity. The final was hosted by GamesMaster's very own Dominik Diamond.

TOTAL's man on the scene, Adrian Price – games player extraordinaire and the writer of this guide – went on to win a bottle of champers and £500 for charity by playing Street Fighter 2 against other software journos… and thrashing them!

If Ade can do it, you can too – it just goes to show that this is THE player's guide to read if you want to win at Street Fighter 2!

This guide is dedicated to Brad – cheers!

TOTAL's SF2 ace, Adrian Price, in action at the Comet/GamesMaster challenge.

The Capcom joystick – fighting fit?

To complement our Street Fighter 2 guide we've managed to get our hands on Capcom's new Power Stick.

It's a really smart looking unit, with a well designed button configuration and comfortable case. But the drawback is that it feels flimsy and has a lot of stick travel, making it difficult to perform certain moves. To be honest, the SNES joypad isn't an awful lot worse.

If you think the Capcom stick will improve your combat rating, call **S.F. Game Services** on 0925 861417.

Not interested? Then check out the other sticks later on in this guide!

KEN

Heir to the throne or raving red menace?

The all-American boy in the red pyjamas is considered by some to be the best Street Fighter there is. When his Berserker rage takes hold, you'd better give him what he wants or you're for the high jump.

All of Ken's special and normal moves can also be applied to Ryu, since they were old drinking partners.

They have trained together, and know each other's every move. Ken's rage makes him more liable to attack, whereas Ryu will wait cautiously before deciding to break your face.

The best tactics to use for Ken or Ryu are special move combinations with a smattering of other techniques.

Ken and Ryu's special moves

The Fireball – A long-range missile attack. Use this to make your opponent jump towards you, or simply to smack 'em in the face. After which you can jump towards them and give 'em a pasting.

Don't use this technique close to your opponent as it can be blocked. And even though it drains their energy, you could end up on the receiving end of a fatal blow.

To use this attack, pull down on the joypad and circle towards your opponent, then use any punch button – the stronger the punch the faster the Fireball. The words 'Ha Do Ken' are shouted while performing this move.

Hurricane or Cyclone kick – This kick is a beauty to watch, especially when it connects with someone's head!

It can be really useful in certain situations – namely after a Fierce punch or Fireball has been dished out and your opponent is trapped at the side of the screen. Even better if they're stunned because you can get multiple hits and knock 'em senseless!

To use this attack, pull diagonally down and away from your opponent, then press any kick button. The stronger the kick, the further you'll travel.

Only use it against the computer at the start of the match, or dazed human opponents, otherwise they can uppercut you and cause you damage. 'Tatsu-Maki-Sen-Pu-Kyaku' is the cry accompanying this move.

The Fireball, one of the most widely used attacks by Ken or Ryu, is very effective for long-range fighting.

Ken throws Zangief with a shoulder throw – a particularly useful move in close-quarters combat.

RYU

Mystic warrior or sad old has-been?

The Dragon Punch – One of the most powerful moves in the game, this also makes your fighter invulnerable while it's being performed (although on the way down he is susceptible to attack). Pull down and then diagonally towards your opponent, then hit any punch button. The stronger the punch, the higher the jump.

This is a tricky move to perform and should only be attempted when your opponent is jumping above you or trapped in the corner. Even if your opponent blocks it, the Dragon Punch will still damage him. Does 'Sho-Ryu-Ken' sound familiar?

Other moves

Leg Roll – Push into your opponent and use a Roundhouse or Forward Kick.

Power Sweep – Crouch and use a Roundhouse Kick.

Body Slam – Push into your opponent and use a Strong or Fierce Punch.

Best combos for Ken and Ryu

These combinations should in theory work against most opponents, especially human ones. Give them a try, and if they don't work for you, try making up your own.

Power Sweep, Fireball then a **High kick.**

Shin Kick, Knee Slam then a **High Kick.** (All three kick buttons while up close: Short, Forward, Roundhouse.)

Crouching Fierce Punch and then either a **Leg Roll** (a bit like a Swiss roll, but without jam) or a **Body Slam. Roundhouse Flying Kick, Dragon Punch** and then a **High Kick.**

Most of these combinations, if performed in quick succession, can easily daze your opponent, leaving him vulnerable to further attacks.

How to beat Ken and Ryu

The only sure way to beat these two tough fighters is to wait until they have unleashed a Fireball at you and then jump over them with a flying Roundhouse kick, followed by a sweep.

If you keep crouching defensively, you can wait until they try to jump on you, and then use a Fierce punch. Keep these techniques in mind and you should have a chance of overcoming them.

Ryu's deadly Dragon Punch in full effect, against E. Honda. Poor bloke – he made such nice motorcycles, too.

E. Honda's not having a good day, is he? Now he's getting his face smashed in by a deadly Hurricane Kick.

CHUN-LI

Is she really that strong or is she just lying?

Chun-Li is is the fighting woman's woman. Petite and agile, she's the quickest character out of the eight selectable combatants. Apart from the lack of a missile attack, she's *mean*.

Chun-Li's special moves

Spinning Bird Kick – Another charging technique. Like Guile's Somersault Kick, hold down for a second, then push up and use any kick button. The stronger the kick, the further you'll travel.
Hundred Foot Kick – Like Honda's Slap, but this uses Chun-Li's shapely leg instead. Press any kick button repeatedly for devastating results!
Heel Stomp – When flying through the air, pull down and use the Medium kick to stomp on your enemy's head.
Throw – Move close to your opponent and use a Medium or Strong punch.
Air Throw – When both fighters are in the air, push the pad in any direction except up, and then use a Medium or Strong punch.

Chun-Li's combinations

Flying Roundhouse Kick, Fierce Punch then **Crouching R'house Kick.**

Crouching Roundhouse Kick, Fierce Punch then **Strong Punch**

How to defeat Chun-Li

Since she's flying all over the place, it's often hard to get a hit on Chun-Li – especially when she does a head stomp and then jumps away again! Wait until she's in mid-air, and use your missile attack against her. If not, then get close to where she's about to land and strike as she touches down.

Chun-Li's Spinning Bird Kick in full flow. This move isn't so hot against Honda, though, cos he's such a shorty!

Oh no! Ken's had his hair mussed something rotten by Chun-Li's Heel Stomp. Does this woman show no mercy?

GUILE

Universal soldier or dweeb with silly hair-do?

With his Special Forces training and unstoppable moves, Guile is reckoned to be the hardest character in the game. (*Says who? – Ken.*)

Guile's special moves

Sonic Boom – 'Charge up' for two seconds by pulling back on the pad (away from your opponent) then flip forwards and hit any punch button. The harder the punch, the faster the boom.
Somersault Kick – 'Charge up', by pulling down for two seconds, then push the pad up while pressing a kick button. The stronger the kick, the larger the range. Wild!
Air Body Slam – In mid-air-press Fierce or Strong punch and hurl 'em to the ground!
Air Breaker – Same again – just use a Roundhouse or Forward kick while jumping.

Other moves

Back Drop – Get in close, press the pad towards your enemy, hit Fierce and wham!
Shoulder Throw – Get close, hit Strong 'n' send 'em flyin'!

Guile's combinations

Sonic Boom followed by a **R'house Sweep.**
Flying Fierce Punch, Fierce Punch, Sonic Boom followed by a **Backfist. Sonic Boom, S'sault Kick** then **R'house Sweep. Flying Heavy Punch, Backhand Strike** then any **Sweep kick.**

How to beat Guile

Be warned, if you try and jump over Guile after he's unleashed a Sonic Boom, he'll probably use a Somersault Kick, so it's best to use ground-based attacks.

Guile Side-swipes Blanka by pushing towards him and doing a Roundhouse kick. He's an agile chappie, innee?

'Hey, Ryu, look what *I've* stepped in!' Guile shows Ryu the soles of his size 12 Infantry issue Doc Martens

BLANKA

Brazilian wolfman or shaggy dog?

To the average street fighter, Blanka is only in the game to be troublesome and get in the way. Still, if you want a bit of a challenge, Blanks is yer man. Er... dog, Er...

Blanka's special moves

Electrify – press any punch button and you'll have a 'shocking' time!

Cannonball Roll – Another charging attack. Hold back for a second and then flip towards your opponent and press any punch button. The power dictates the speed.

Head Bite – When close to an opponent, push into them and hit Medium punch.

Double Knee – Knee someone's face by pushing into them and using a Medium kick.

Blanka's combination

Cannonball Roll, Roundhouse kick followed by a **Fierce punch. Double Knee, Head Bite** followed by **Electrify.**

How to skin Blanka

Blanka fights dirty – he'll corner you and use his extra-long-reaching punch or kick to pulverise you. And his roll attack is real headache!

The best way to beat Blanka is to get in close, use medium attacks wherever possible and keep your guard up. When he's using his electrifying attack, move near him and use a powerful sweep to knock him over. If he uses a roll attack, use a Medium or Strong punch, just like you were defending against Honda's torpedo.

Dhalsim is no match for Blanka's Cannonball Roll (looks like it hurts your shins something rotten, though).

I haven't got a clue who's on the receiving end of Blanka's Duracell special! Still... nice bone structure.

E. HONDA

Sumo god or Japanese Billy Bunter?

Old porky, E. Honda, isn't one to be messed with. Would you want ten tons of undigested sushi bouncing on your head? No, course not..

Honda's Special Moves

Sumo Torpedo – 'Charge up' for a couple of seconds, then flick the pad towards your opponent and hit a punch button, to determine the speed.

Hundred Hand Slap – A useful move against cornered or dizzy opponents. Hammer any punch button: stronger the punch, faster the slap.

Sumo Crush – When close to an opponent, push into them and use a Fierce punch. This is a real energy-drainer.

Throw – Same as above but with a Medium punch.

Double Knee – Push towards your opponent and press the Medium kick.

Honda's combinations

Fierce Punch (Very good for knocking flying opponents out of the air.)
Torpedo, Forward Kick (Forward Kick hits twice).
Flying Roundhouse Kick, Fierce Punch then the **Hundred Hand Slap.**

How to flatten E. Honda

The best time to attack Honda is when he's doing his Hand Slap – jump over the flying hands and attack. Also, when Honda torpedoes you, just punch him with a strong punch and this will stop him dead in his tracks. Ha!

No, they're not getting pally. Edmond is squeezing yesterday's lunch out of Ken with his dreaded Sumo Crush!

Blubber bullet! Zangief gets a nut in the... er... nuts, when Honda demonstrates his Sumo Torpedo.

ZANGIEF

Russian man-monster or scarred old loon?

The Russian powerhouse isn't the most agile fighter, but his Spinning Piledriver is *the* most powerful move in SF2.

Zangief's special moves

Spinning Piledriver – Make a circular motion from the top to the top – doesn't matter which direction – while pressing any punch button. The stronger the punch, the faster the spin.

Piledriver – Same as above. While standing close to your opponent, move in and press the Medium punch.

Spinning Punch – Press two or all three punch buttons, and Zangief spins around with his fists out.

Throw – When close, pull down on the pad and press the Medium punch button.

Brain Buster – To loft your adversary over your shoulder, move in close and use a Strong punch.

Because Zangief is so big he's also quite slow, so it's better to use sweeps, throws and the Spinning Piledriver whenever possible.

Best combos for Zangief

Roundhouse Sweep then a **Fierce Punch.**

Any throw, Fierce Punch followed by a **Light Sweep.**

Jumping Roundhouse Kick then a **Piledriver**.

How to pin Zangief

Don't get into a close quarters fight with Zangief because he'll just use a Spinning Piledriver. It's best to start with a missile attack and then use aerial attacks.

Oh no! it's Zangief's dreaded bum-in-the-face move. This, as you can probably guess, is intensely unpleasant.

One of the toughest moves in the game: Zangief's Spinning Piledriver. Take a good look – it's the only piccy we got!

DHALSIM

Indian guru or bendy freak?

Dhalsim is one weird-looking guy. His real talents are in close-combat fighting.

Dhalsim's special moves

Yoga Flame – Circle the pad from the 9 o'clock position to 3, or vice versa, then press a punch, the power of which determines how long you toast your opponent for.

Yoga Fire – Exactly the same as Ken/Ryu's Fireball – even the same button sequence.

Yoga Nugi – While standing close to the enemy, press the Medium punch button.

Yoga Mummy – No bandages here (except for your opponent). At the top of a jump, use a Strong punch and you'll dive in at 45°.

Yoga Spear – Same as the Mummy, but you dive in at 30°. Use a Roundhouse kick.

Headbutt – Vicious and nasty, but it does the job. When close to an opponent press the Fierce button.

Dhalsim's combinations

Use stronger attacks to keep opponents away from you. Missile attacks and combos work the best:

Slide, Knee Kick followed by a **Yoga Nugi.**

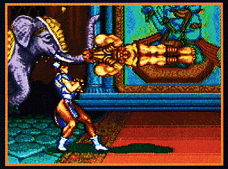
Fireball, Knee Kick and then a **Headbutt.**

Roundhouse Sweep, Yoga Spear plus a **Yoga Flame.**

How to snap Dhalsim

Dhalsim can be very tricky to deal with, being able to reach great distances with his long limbs. However, he's fairly slow. To take advantage of this, use a missile attack to knock him backwards and go in with fists and feet blazing! Try and pin him in a corner.

Things are hotting up in this grudge match, as Dhalsim gives Ken a toasting. Anyone for muffins?



So this is a Yoga Mummy, eh? Chun-Li is just knocked out by all the attention Dhalsim is giving her!

M. BISON

World boxing champ or dangerous jailbird?

Those boys at Capcom, eh? After giving us the best beat 'em up of all time they mess it up by changing everyone's names!

M. Bison (or Balrog to all you arcade freaks) is one of the fighters who's found himself fighting under a different name. Bison is the ex-World Boxing Champion who wants to prove to everyone in the SF championships that he still packs a punch.

M. Bison is capable of knocking you senseless, whichever character you play and even when you're blocking, so be careful!

How to beat the man-mountain

If you're playing Ken or Ryu, start off with a Hurricane Kick (picture A) and you should be able to get a few kicks in.

If that doesn't work, the general rule is to keep moving around as much as possible, and not to give him any opportunity whatsoever to land one of his vicious punches on you. Use long-range weapons on him and low sweep kicks.

Mike Tys... Sorry, M. Bison, the first of the four bosses waiting to defeat you.

M. Bison's feeling a bit tired after suffering a beating at Ken's hands, so he's taking a nap in mid-air. You could do with a long stretch, Bison!

BALROG

Exotic matador or posy gimp full of bull?

This self-proclaimed man of beauty is the only fighter who uses a weapon – a sort of Freddy Krueger-style claw. Don't worry about that too much, though, because you can actually break it off and therefore make him vulnerable to your attacks.

Balrog is even quicker than Chun Li, and he can rebound off walls. He is also the only fighter who can cling to the scenery and use it to pounce upon you from above, causing you considerable damage. Watch out for his Swan Dive – it's a killer!

How to tame the raging bull

The only sure-fire way to beat Balrog is to crouch defensively in the corner and wait for him to jump (or walk) in front of you. When he does this, use a sweep kick (pic A). Keep repeating the manoeuvre and you'll gradually eat away at his energy.

Keep Balrog at a distance with repeated missile attacks and wait for him to come to you. And whatever you do, don't try to fight him in the air, because he is too agile and too quick!

I didn't know Predators were allowed in this competition. S'not fair...

Balrog clambers up the wire mesh fence and dives onto unsuspecting fighters from above. As soon as he starts climbing, don't just stand around – keep moving!

SAGAT

Oriental kickboxer extreme or tall, skinny hippy?

The former World Street Fighting Champion, who was left scarred from his battle with Ryu, is back for revenge on his old adversary. The Thai kickboxer now sports an even fiercer Tiger Uppercut and a deadly knee kick. He's second in line to the title after Vega.

Taming the Tiger

One of Sagat's weaknesses is that after he has unleashed a Tiger Uppercut it takes him a while to recover. This is your chance to get in there and do him some damage (assuming that you're not reeling from the Tiger Uppercut, of course!).

One approach is to jump his fireballs (he usually does two or three on the trot) and move towards him. Crouch and do low sweep kicks. Don't try and go for throws, because his short-range attacks are too powerful.

'Look at this nasty graze on my knee!' cries Sagat. Sadly, Guile's poor eyesight leaves him wide open to attack.

If you can get close enough to connect with his head, Sagat gets a nasty mouth bleed. See? Look after your gums, kids.

Sagat – This Thai kickboxer is famous for his Tiger Uppercut (and being seven feet tall).

This is the way to deal with Sagat: pile him into the ground, head first. Of course, being a 300lb Russian with an attitude helps rather a lot.

VEGA

Well, Capcom, is this M. Bison or isn't it?

Why Capcom changed the names around between the coin-op and Japanese versions of SF2, and the UK version is beyond us!

Anyway, Vega is the hardest fighter in the whole game , being able to harness the Earth's energy with his whole body to pack some extra power into his punches.

He's agile, powerful, and capable of turning himself into a flaming torpedo. Eek!

Claiming victory over Vega

Beating Vega is just down to practice (and luck!). The way to defeat him is to work on your combos (flying kicks are effective) so that you drain a lot of energy in one go.

If he torpedoes you, just punch him – like Honda, it stops him dead. And don't get into close quarters combat, because his flaming punch is just too potent.

Ken hurls Vega across the screen. This doesn't happen often, so make the most of it and follow up with combo moves.

***This* is why you shouldn't get too close to Vega. The Chinese warlord's firey punch is a real energy drainer!**

Oh no! It's the dreaded Didcotian superhero, Captain Hat! 'Tickets please,' he cries.

A rare picture of someone actually making contact with Vega. (This Chinese warlord is about as easy to hit as the TOTAL deadline).

TOTAL! TACTIX

Of course, there's more to fighting than technique. There's cheating as well! Here are some of the sneakier things you can do with Street Fighter 2!

Same player vs same player

Yo! Blank Blanka – SF2 ' double shocker!

Just like the Championship Edition coin-op, you can choose the same players to fight with this cheat.

When the word Capcom appears at the start, quickly press Down (joypad), R (finger pad), Up (joypad), L (finger pad), Y, B, X and A in that order. If you have the US cartridge, you do the same but don't need to press X and A at the end.

A noise sounds, the title screen goes blue, and both players can choose the same character to fight. Yum!

This is actually a tricky cheat to enter, but if you have a Pro Action Replay, just enter the code:

7E0B F220

Now you can both choose the same character for a totally fair one-on-one!

Same colour vs same colour

Those devious chaps at Capcom have secreted loads of special modes in the Street Fighter 2 cart, including same players with the same colour uniforms on.

Ken vs computer Ken

Oh my! Ken in calamitous colour-clash caper!

(You don't need the cheat above) Start a one-player game, and go to the Player Select screen. Highlight Ryu, but Don't press any buttons. Wait until the SNES chooses Ryu for you – it will then pick Ken and send you both to Ken's stage.

As soon as you start to fight, press START on joypad two. It will say 'Here comes a new challenger' and you'll go back to the Player Select screen. Use joypad two and choose Ken.

You now have Ryu and Ken facing each other. Don't move a muscle for FOUR rounds, after which, the victory is awarded to Ken.

While the countdown timer is going, press START on joypad 2 and Ken will be in the two-player position. Hit START on joypad two again and it's confusion city with red Ken vs red Ken!

If you do the same trick with the same player cheat in, you'll get Ken vs Ken but they'll both be in blue!

Alternatively, use the same player cheat, do the Ken vs Ken trick, but instead of pressing START for the last time on joypad two, press a button instead. Now you'll have blue vs red Ken!

Ryu vs Computer Ryu

To get the same effect with Ryu, choose Dhalsim with joypad one and make sure he flies to Ryu's stage in Japan. If he doesn't, reset the machine until he does.

As soon as both fighters appear, press START on joypad two to take you back to the Player Select screen.

Choose Blanka with joypad two, go to Ryu's stage and let both fighters hang around until they've drawn FOUR matches. Again, victory will be awarded to Blanka. When Dhalsim's battered face appears, press START on joypad one. Now pick Ryu with controller one and bingo! Ryu vs Ryu!

With the one-on-one cheat installed, use the same method as for Ken to get Ryus fighting in grey vs grey, or grey vs white.

Try experimenting to see if you can get other same-player modes to appear!

Obviously Ryu and Ryu don't get on too well.

Infinite energy

If you want to see the full end-screen with credits and all 12 characters, the simplest way is to slap on infinite energy with the Pro Action replay. The code is:

7E0C 2BB0

Finish the game, hit START and Chun-Li says 'ya-tai'!

GIVE 'EM SOME STICK!

If, like us, you weren't too impressed with Capcom's own street fighting stick, check out these new arcade-style monsters!

Hori fighting stick

This comes in a sturdy metal case and has six buttons, each of which has a rapid fire switch at the top of the unit. The stick itself is surprisingly small and has a flimsy feel to it, but it works quite well. Call Image Consoles on 0772 883598, and £65 will do the deal!

Apollo Joystick

Of the sticks tested, this has the most arcade-quality feel to it. It is sturdily built and should last longer than the others in a waggling contest. It's still quite pricey at £59.99, but should last you a fair while. Get in touch with D.M.C's Consoles on 0225 448253 if you fancy a bash.

XE-1 SFC

This hi-tech unit has eight fully programmable game buttons (plus LCD screen), so you can assign a sequence of events, like a Fireball followed by a Dragon punch, at the touch of a button. This is a very good joystick but it's quality at a price: at £79.99 it's the most expensive of the bunch. Contact Shekana on 081-889 9412 if you want one.

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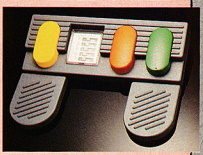
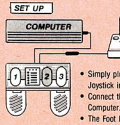


SET UP



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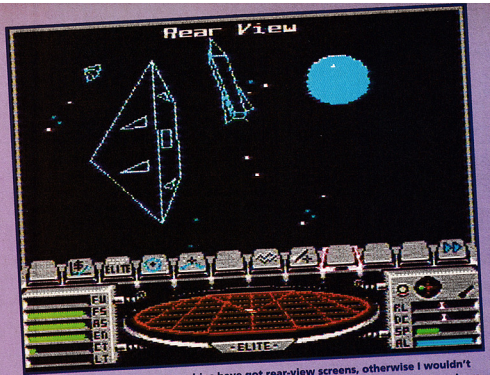


It's a good thing these modern ships have got rear-view screens, otherwise I wouldn't have noticed these two guys coming from behind and trying to frazzle me. All you have to do now is lock on a missile, let it rip, and then watch 'em run away.

real sense of flying through space. As well as the excellent flying sequences, Elite has well presented information and menu screens.

Elite is one of the best games around on any system, and the NES version is very impressive. There's so much to do and, unlike many big games, size isn't a substitute for quality, because the space flight is terrific and the dogfights are really gripping. I can't recommend Elite strongly enough. It's fun, it's big, it's fab. I haven't been this hooked on a game for ages.

CHRIS

LOSSES

Well, Mario isn't in it. And okay, it doesn't have too many platforms – but you can live without them for once, can't you?

Your Cobra III ship is feeble at the start, but make some money and you can buy military lasers, energy bombs, fuel scoops, a bigger cargo bay and an escape capsule.

ELITE

Looks

Excellent 3D graphics that are just like being in space (or so I'm told)

Sounds

There's no sound in space, cos it's a vacuum, see? (Except a bit of Blue Danube)

Gameplay

Amazing. A huge space flight sim that's great fun to play and really absorbing

Life span

Hundreds of planets to explore and fights to win before you become 'elite'

One of the best NES games ever! It's easy enough for anyone to play but tough enough to keep you at it for months. Elite is simply brilliant!

Final rating

96 Percent

TOTAL! TEK-SPEX

Game	Elite
Levels	8
Difficulty	Hard
Continues	Battery back-up
Release date	Out now

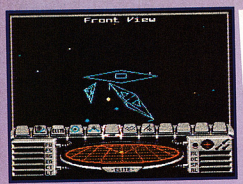
Top of the charts – navigating by the stars

Space is a big place, and it's easy to get lost. Luckily, Elite provides you with a map to help you find your way around.

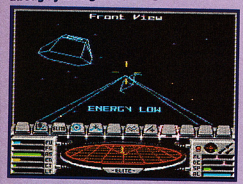
1 **Your ship has enough fuel to reach any of the planets inside that green circle. Call up data on the planets, select which one you want, then flip the hyperspace drive to be whisked off to that system.**

2 **When you come out of hyperspace, you're too far away from the planet and have to use a jump drive to get closer – but you can't jump if there are asteroids, other ships, or worse, pirates nearby.**

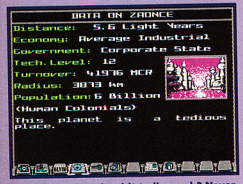
3 **Make it into the planet's orbit and you can dock with its space station – your ship can't land on the surface of a planet. Inside the station you can trade, re-supply, and plan your next bit of exploring.**



Three pirate ships. And they're all flying through your sights. Quick, get blasting!



Energy low, two pirate ships closing in. Er, how much was that escape capsule again?



So Planet Zaonce is a bit tedious, eh? Never mind – there's hundreds more to explore.

ELITE

For NES (1 player) **From** Imagineer **Price** £40

PROFITS
Ace space flight game with an enormous universe full of all manner of wonderful (and weird) things for you to discover

Forget SF2, forget Mario – Elite is one of *the* video game classics of all time. Never heard of it? Well, it was first released in 1984 on the BBC Micro and was a huge hit. Essentially, it's a space flight sim, with you as a galactic trader flying cargoes around space, trying not only to stay alive but to make a profit as well.

At the start you're just another new pilot, with a rating of 'harmless', only 100 credits (that's space money) and a ship armed with a single laser gun. The aim of the game is to move through the ranks from 'harmless' to 'elite'. You have to trade goods at markets on different planets to make money, and can spend your profits on buying extra equipment for your ship – more powerful lasers, missiles, energy bombs and escape capsules. The harder your ship, the easier it is to win dogfights in space, and with every kill you move that bit closer to elite status.

There's so much to do in Elite that just exploring the first few planets and having a couple of fights will keep you busy for an evening. As soon as you make some cash and win a few battles you'll be hooked. If all the trading and fighting isn't enough, there are special missions to discover and eight whole galaxies to explore. There's also a nasty alien race called the Thargoids who appear from time to time – either run away from them or, if you're strong enough, blow them away.

Elite has some wonderful 3D wire-frame graphics representing the world outside your cockpit, including planets, asteroids and loads of different types of ships and space stations. The graphics move smoothly and fast, and give you a

So where's the steering wheel, then?

Your ship's control panel is so advanced it'll even make the tea – well, maybe not, but it does just about everything else.

Fuel level, shield status, and cabin and laser temperatures are shown here.

This is your 3D scanner, showing just what's where in the space around your ship. Then again, it could just be an extra-large pizza.

Planet scanner, missile status and a light that flashes some funny colours

Horizontal and vertical gyros (eh?) and speed and altitude readouts.

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TOM & JERRY

For NES (1 player) **From** Hi Tech Expressions **Price** £45

Ah, Tom and Jerry. Dear, dear Tom and Jerry. They're not the same as they used to be, you know. They're drawn differently nowadays, and Tom speaks, and Jerry looks crap, and – oh, all sorts of things.

Well, never mind. Tom and Jerry (the game) is actually very little to do with Tom and Jerry (the cartoon), apart from the fact that Tom and, indeed, Jerry are in it. It's a platform game – surprise! – set in and around T & J's house. Tom, as ever, wants to play The Flayed Mouse Game, and he's kidnapped Jerry's cousin Tuffy (that crap brown mouse in the nappy) and locked him in a chest in the attic. (Personally I would have welcomed an explanation of how a cat can lock a mouse in a chest, but there isn't one.) Instead of being sensible about this and just hacking the chest apart, Jerry starts from the basement of the house and works his way up in a race against time (and Tom).

CHEESE!
Big graphics which scroll well. Loads of levels, none of which is too hard. Some good extra weapons to collect

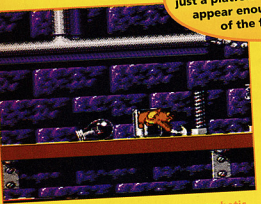
Each level is set in a different area (basement, drains, etc.) but they're all much the same. Bound around, whop the nasties with, er, marbles, and find your way to the exit. Along the way, much cheese may be found and consumed, which gives you extra lives. There are also special weapons to be found, like a hammer.

FLEAS!
Not particularly inspired – it's just a platform game. Tom doesn't appear enough. There's none of the familiar gags

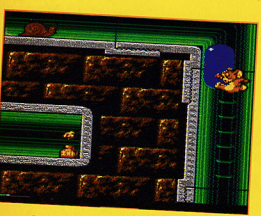
Tom and Jerry is a good little game, with nice action. But it's got no originality. It seems a shame to waste a subject like Tom & Jerry, with so much scope for fun, on such a standard platform game.

Still, it looks good, with Jerry doing a passable impression of himself, the tunes are bearable, and the difficulty's pitched about right. And that's all, folks! *(Duh! Wrong cartoon, you berk! Steve.)* **ANDY**

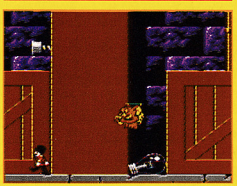
TOTAL!



In a sub-game, Jerry turns into a psychotic hammer-wielding maniac. Er, I think.



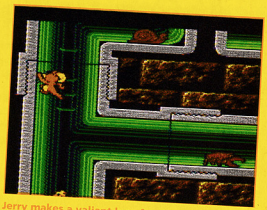
A giant blue Tic-Tac savagely attacks Jezza the mouse and then runs away.



Since when does eating a sweet lead to you being engulfed in a huge bubble and whisked off into the air, then, eh?

TOTAL! TEK-SPEX

Game	Tom & Jerry
Levels	6
Difficulty	Average
Continues	3
Release date	Out now



Jerry makes a valiant leap for the ladder, but fails and dies horribly. Hahaha. Ha.

TOM & JERRY

Looks
■ Jerry looks quite Jerry-like. The backgrounds are a bit different on each level

Sounds
■ A cartoony soundtrack, with the famous(ish) T & J tune, plus some effects

Gameplay
■ Not what you'd call radically different, but it's fun and manageable

Life span
■ Should take a while to finish, but once you know how to do a level it's easy

Enjoyable enough but doesn't offer anything particularly new. Tom and Jerry deserve more than this from a game, but it'll do for now
Final rating
67
Percent

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- System: NES

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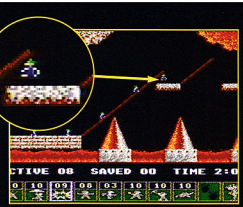
FBP 92/285P!

On other versions, a cluster like this could contain up to 100 lemmings. On the NES there are just 14 – but it's still darn tough!

It's always a good tactic to block off the majority of the lemmings and just send one into action to do the biz with the bricks.



One of the features left out of this version is a warning for when the builder is about to down tools and stop doing his thang.

LEMMINGS

For NES (1 player) **From Ocean** **Price £43**

Yes, the world's most sadistic brain-bender has finally made it to the NES! If you thought it would fail in a big way on an eight-bit machine, think again – this version is just as addictive a game as on the 16-bits.

For the benefit of anyone who's just emerged from suspended animation or a very long prison sentence, lemmings are funny little rodent-type creatures with green hair who wander aimlessly across an obstacle-strewn landscape without a care in the world. And there's one thing you should know about lemmings: if there's any opportunity for them to meet with an untimely end, they'll take it!

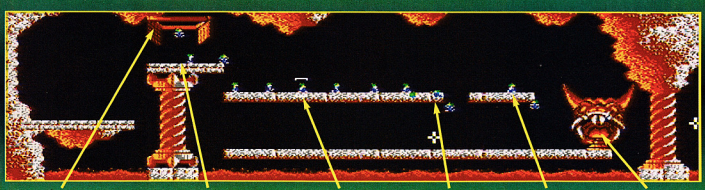
Basically, the aim of the game is for you to guide all the lemmings from one side of the screen to the other – over, under, through and around all the obstacles in their path – and save as many of them as possible. For each screen, you're given certain lemming-type skills to get them across the obstacles. You can turn your lemmings into Diggers, Climbers, er... Blower-uppers, and so forth. It's a sort of instant YTS scheme – you plonk the cursor over the lemming you want to use and he'll start doing whatever task you assigned to him.

You'd imagine that the entire lemming clan would be doomed without the mouse-control for which Lemmings was originally designed. Granted, moving along the selector bar with the joypad takes some getting used to, but otherwise the

CLIMBERS
A brill conversion from the 16-bit formats, Fab puzzle-a-rade game-play is well tailored to the NES's capabilities – and is totally addictive! Graphics are nice and clear

Wouldn't you just dig a game of Lemmings?

Or build. Or bash. Or climb. In Lemmings you can get the little things to do all the work while you just sit back and run the show.



'Don't you open that trapdoor!' This is where your lemmings fall out.

The little blighters land here and scurry off to the right.

Put your cursor over one of the lemmings...

... And get him to dig somewhere about here.

I don't know what they're doing up here!

Eventually they end up here. If you're lucky!

A job for life...

By giving a lemming a certain task you can get him to help the others out of danger. Or you could just blow the whole lot up...

Climber

Floater

Digger

Miner

Bomber

Blocker

Builder

Basher

Nuke 'em

Pause

WHINERS

Using the selector panel is a bit awkward with the joypad. With only 14 lemmings on screen at any one time, it doesn't look as impressive as it could. There's not enough gore!

joypad works quite well on this, and if anything makes the gameplay a touch more frantic.

However, there are other drawbacks. The lemmings don't make a spectacular enough mess when you blow them up, and I only saw a maximum of 14 in play on any of the levels. Mind you, this is only likely to bug those of you who are used to playing the game on other formats. Anyway, because the speed selection's been dropped on the NES, 14 is quite enough lemmings to put you up the creek without even having a boat, let alone a paddle!

I really liked the NES version of this classic game. Although graphically it's been kept fairly simple so as not to exceed the NES's capabilities, it looks nice and sounds good. And with four difficulty settings, and 20-odd levels to play through on each one, it's tough and it's going to last!

JAMES

TOTAL!

TOTAL! TEK-SPEX

Game	Lemmings
Levels	Over 80
Difficulty	4 settings
Continues	Passcodes
Release date	Out now

LEMMINGS

Looks
- Loads of levels which all look fab. The graphics aren't overly ambitious

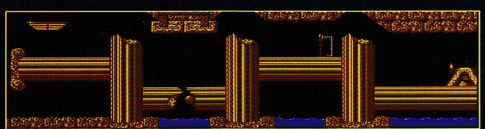
Sounds
- Cheerful tunes but not much variety – you may need to use the volume control

Gameplay
- Loads of cute, fluffy little creatures that you can blow up horribly. Great fun!

Life span
- Many lemmings will perish before you master this game, and no mistake!

Tough, challenging and full of things with green hair going bang! This game's going to cause a lot of late nights for a lot of people!

Final rating 85 Percent



This is pretty impressive stuff for the old eight-bit box of tricks! I mean, it's got an entrance, things to kill you in the middle, and an exit. What more do you need?

Oh dear! The lemmings are getting stuffed and I didn't get the chance to nuke them!

As you may have gathered, lemmings have a bit of a death-wish. Give them an opportunity to die horribly and they'll take it.

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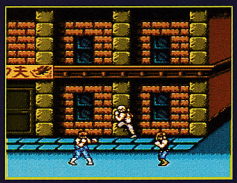
DOUBLE DRAGON III



It's tough on the street. Especially when it's a sort of vile pale blue colour. Yes, those blue streets are *really* mean.

Deciding that discretion really is the better part of valour, our hero runs away and joins a travelling circus as an acrobat.

Hang on, what's that bloke doing on the ceiling? S'not fair, I can't jump that high!

For NES (1-2 players) **From Acclaim** **Price £45**

You'd think they'd have got bored of Double Dragon-type games by now, wouldn't you? The NES has been out for about a thousand years and has had about a million scroll-along beat 'em-ups released on it. Violent coin-op fans (er, that's 'fans of violent coin-ops', not 'coin-op fans who are violent', by the way) have moved on to more sophisticated games like Street Fighter 2 with its dozens of combat moves, while the rest of the world is playing imaginative games like Mario 3. But here we are, still stuck in 1983, walking along a bit, beating up a bad guy, walking on a bit further, beating up another bad guy, walking on a bit further... and so on, ad infinitum and ad nauseam (that's Latin for totally tedious and crap).

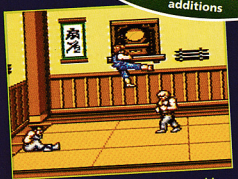
DOUBLES
It's tough, so it'll probably take a good while to complete. Masochists and big Double Dragon fans will maybe get some enjoyment out of it

The first two Double Dragon games were pretty repetitive and samey, but at least they had a few novel (at the time) and interesting features, like being able to climb all over the scenery and nick weapons off the bad guys. Double Dragon III pretty much dispenses with the interesting scenery, and invents some new and pointless stuff, such as nunchukas which disappear after you use them five times! What happened – did they wear out or something?

This really is a dull game. You don't get any real sense of progress and the collision detection is appallingly bad. Okay, it's hard, but even that's pointless because before long you start wondering if you can even be bothered to carry on.

If you're after some two-player beat 'em up action on the NES, you'd be much better off with a game like Battletoads (reviewed on page 6). It's got just as much fighty stuff, and it's a lot more fun too! **ANDY**

TROUBLES
Seriously repetitive gameplay which is no improvement at all over the original. Bad collision detection. Some pointless and irritating additions



'Flippin' 'eck, look at all the dust on this mantelpiece!' With one baddie done for, our hero takes time out for some cleaning.

'Oi, you in the blue! We want you to star in Double Dragon Four... ('Waaaaagh!') Hey, what did I say?' Why are you running away?

TOTAL! TEK-SPEX

Game	Double Dragon
Levels	5
Difficulty	Hard
Continues	None
Release date	Out now

DOUBLE DRAGON III

Looks
Small but detailed sprites and okay backdrops, but it's all a bit empty

Sounds
Pretty standard sound effects, but the music is utterly, utterly horrible

Gameplay
Simplistic and inaccurate, and so repetitive you'll have seen it all in five minutes

Life span
Pretty tough, with only one life and no continues. But do you really care?

Not nearly as good as the first two games in the series. It's vaguely okay if you were a big fan of those, but anyone else will find it amazingly duff

Final rating 36 Percent

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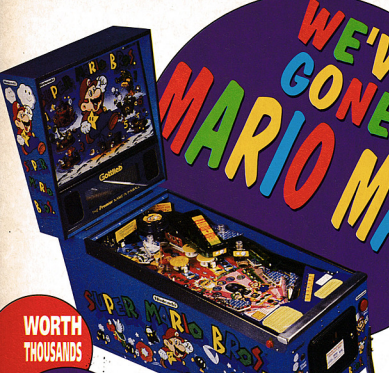

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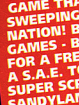

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PUNCH OUT

For NES (1 player) **From Nintendo** **Price £30**

Mike Tyson may be safely locked up for a long time now, but in this game he's still the undisputed champion of the world.

This NES boxing game's been about for a fair while now. It's based on an ancient coin-op that had two rather silly- looking rods sticking out of the top of the machine. You were meant to grab the rods and flap them about to hit the punch-drunk cretin you were fighting.

Sadly the NES doesn't come with things like that sticking out of it, so the feel of the original game's been lost. Apart from that, it's still got the same basic set-up as the coin-op. You play Little Mac, a titchy bloke who looks as much use as in a fight as Arthur from Eastenders. Still, Mac's tougher than he looks – which is a good thing, because he's got thirteen fighters to beat before he gets a shot at the title.

Punch Out is an easy game to get into – all the moves are pretty simple to get the hang of, and the basic fighting technique is a cinch to learn. Whilst this means you can duff up the first few bruisers easily, it also means the game's a bit basic.

In terms of graphics, Punch Out is nice enough. All the boxers jab and swing fairly realistically, although in a comic book sort of way. The trouble is, most of the fights follow the same pattern – wait for the other guy to throw his punch, dodge out of the way, and then stick him with a counter blow to his belly or his chin.

Don't get me wrong – Punch Out isn't a bad game, but it hasn't got enough class for real fight fans. It coulda been somebody, it coulda been a contender, but da fighters just ain't got enough moves, and wind up in da middle of da ring ducking, diving and trading dere best shots. Ahem. Still, even though it's rather simple side (a bit like boxers, really!), it's one of the best boxing sims you'll find on the NES. Well worth a shot.

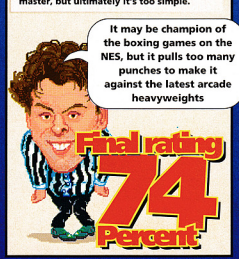
ANDY

KNOCKOUTS
The graphics for the boxers are realistic enough, and quite fun as well. One of the best boxing sims on the NES

COUNT-OUTS
It hasn't got enough moves to be hard-hitting enough, and the simple gameplay gets boring after a while

PUNCH OUT

Looks	■ Big, funny sprites for the boxers, but the rest of it is a bit empty
Sounds	■ The tunes won't get the pulse racing, and neither will the effects
Gameplay	■ Simple chuck and punch stuff. The boxers just stand in the middle of the ring
Life span	■ The tougher boxers may take a while to master, but ultimately it's too simple.


It may be champion of the boxing games on the NES, but it pulls too many punches to make it against the latest arcade heavyweights
Final rating
74
Percent

TOTAL! TEK-SPEX

Game	Punch Out
Levels	13
Difficulty	Medium
Continues	Passwords
Release date	Out now

In between rounds you get some coaching from Coach, who's your, er, coach. (But he also does a bit of hairdressing on the side.)

The noble sport of boxing: just you, the ring, the other fighter, and the referee. Er, and Mario. Is there no escape?

Kaiser Bill takes a hit squarely on the jaw as Little Mac warms up. It must be chilly out there, though cos he's still got his vest on.

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TOTAL TALK BACK

Remember the questionnaire we ran in issue 3? What, you missed it? Oh. well, never mind, cos we're doing it again!

Yes indeedy, in our new in-depth, nay, *probing* questionnaire, we hope to find out more about YOU, about what you think of US, and what we can do to make you love us even more.

But why should you spend your vital time filling it in? (Not to mention strolling down to the postbox to mail it to us!?)

Two reasons: firstly, because you can help make TOTAL even better, and secondly (and more importantly) because there's no less than £200 worth of carts up for grabs for one lucky entrant!

1. Since you read TOTAL, there's a good chance you own a Nintendo console. Which ones, and for how long?

☐ **Game Boy** ..... years ..... months
☐ **NES** ..... years ..... months
☐ **SNES** ..... years ..... months

2. Do you intend buying another Nintendo console? If so, which one?

☐ Game Boy
☐ NES
☐ Super NES

3. Oh dear. Come on, admit it, you've got other machines hidden away somewhere, haven't you? Which ones?

☐ Sega Master System
☐ Sega Mega Drive
☐ Sega Game Gear
☐ Sega Mega CD
☐ Neo Geo
☐ Lynx
☐ Amiga
☐ Atari ST
☐ PC
☐ C64
☐ Sinclair Spectrum
☐ Amstrad CPC

4. All right, if TOTAL's so brilliant, are you going to subscribe, then?

☐ Yes! (go to question 6)
☐ Maybe (go to question 6)
☐ No, I don't want to commit myself (go to question 6)
☐ No, I can't afford the lump sum (go to question 6)
☐ No, it doesn't appear to offer good value (go to question 5)

5. You're completely stupid, aren't you?

☐ Er, yes. 'Fraid so. I wouldn't know a good deal if it bit me.

6. What are your favourite games, then? And on which machine?

Game .....
Machine .....

Game .....
Machine .....

Game .....
Machine .....

Game .....
Machine .....

Game .....
Machine .....

7. So, just how many carts do you own?

Well, I've got this many:
.....

8. That many, huh? So, just how often do you buy a cart?

☐ Every month
☐ Every two months
☐ Four times a year
☐ Three times a year
☐ Twice a year
☐ Once a year

9. Games are pretty expensive these days, so do you regularly swap your old carts for new ones?

☐ No
☐ Yes, with friends
☐ Yes, through an exchange club

10. When you do buy a game, what things influence your choice?

(Rate each of these influences out of ten)

Reviews in TOTAL! 10
Reviews in other magazines 10
Adverts 10
Recommended by friends 10
Depends what they have in the shop when you have the money to spend 10
On a hunch, or cos you reckon it 'sounds good' 10

11. On average, how many hours a week do you reckon you play on your Nintendo?

..... hours

12. Which other console mags do you read? Give them all a mark out of ten.

TOTAL! ..... /10
..... /10
..... /10
..... /10
..... /10
..... /10

13. If TOTAL isn't your favourite console magazine, why not? What do you prefer about other mags?

.....
.....
.....
.....

14. How many people read your copy of TOTAL, including yourself? .....

15. Please rate each section of TOTAL out of ten.

Cover 10
News 10
Charts 10
Letters 10
Previews 10
Competitions 10
NES reviews 10
Game Boy reviews 10
SNES reviews 10
GB Reviews Round-up 10
SNES Reviews Round-up 10
TOTAL Tactix 10
TOTAL Recall 10
The Next Month page 10

16. If you could change anything about TOTAL, what would it be?

.....
.....
.....

17. Huh! Well, if we wanted to come round and beat you up a bit, where should we go?

☐ SE England
☐ SW England
☐ Midlands
☐ Northern England
☐ Scotland
☐ Wales
☐ Northern Ireland
☐ Rest of the world

18. How old are you?

..... years old

19. Take a look in the mirror. Are you...

☐ Male, or
☐ Female

20. What do you do during the day?

☐ I'm in full-time employment
☐ Sadly, I'm unemployed
☐ Yah, I'm at college or university
☐ I'm at school

21. What is your annual income, more or less?

- ☐ Over £20,000 and proud of it
- ☐ £16,000 – £20,000
- ☐ £12,000 – £15,999
- ☐ £8,000 – £11,999
- ☐ £5,000 – £7,999
- ☐ £1,000 – £4,999
- ☐ Under £1,000
- ☐ Pocket money (sigh)

22. You can't play Nintendo *all* day, can you? What else do you enjoy doing in your free time?

- ☐ Watching sports
- ☐ Playing sports
- ☐ Going to the movies
- ☐ Watching TV and videos
- ☐ Listening to music
- ☐ Going out to pubs
- ☐ Visiting friends
- ☐ Going to clubs or live bands
- ☐ Reading books 'n' comics
- ☐ Playing Nintendo (yes I can!)

23. Just for the record (hur!) what sort of music do you like?

- ☐ Chart music
- ☐ Rave/dance
- ☐ Rock
- ☐ Rap
- ☐ Jazz
- ☐ Classical

23. Who's your favourite singer/band?

.....

25. What's been your favourite film over the past year?

.....

26. And what's your favourite TV show?

.....

27. Which of the following items do you own or intend to buy during the next six months?

	Own/Buy	
Bicycle	☐	☐
Camera	☐	☐
Musical instrument	☐	☐
Motor cycle	☐	☐

28. What sort of electronic gadgetry do you own, or want to own?

	Own/Intend to buy	
Television	☐	☐
Video recorder	☐	☐
Camcorder	☐	☐
Cassette player	☐	☐
CD player	☐	☐
Personal stereo	☐	☐
Ghetto-blaster	☐	☐
Radio	☐	☐
Other hi-fi	☐	☐

29. Which of the following items do you buy or use at least once a week?

	Buy/Use	
Aftershave/perfume	☐	☐
Toothpaste	☐	☐
Deodorants	☐	☐
Acne treatments	☐	☐
Shampoo	☐	☐
Other hair products	☐	☐

30. Tell us which music and video products you've bought or rented in the last month.

	Bought/Rented	
LP	☐	☐
Single	☐	☐
CD	☐	☐
Pre-recorded cassette	☐	☐
Blank cassette	☐	☐
Pre-recorded video	☐	☐
Blank video tape	☐	☐

31. Which of the following game, leisure or hobby products do you own or intend to buy in the next six months?

	Own/Intend to buy	
Books	☐	☐
Model-kits	☐	☐
Board games and puzzles	☐	☐
Model railway stuff	☐	☐
Model racing car bits	☐	☐
Sports equipment	☐	☐

32. Which of the following types of clothes do you own or intend to buy in the next six months?

	Own/Intend to buy	
Trainers	☐	☐
Jeans	☐	☐
Designer T-shirts	☐	☐
Other T-shirts	☐	☐
Trousers	☐	☐
Jackets	☐	☐
Baseball caps	☐	☐
Pants	☐	☐
Shoes	☐	☐
Shirts	☐	☐

33. Which of the following take-away food chains have you visited in the past month or intend to visit in the next month?

	Visited/Intend to visit	
MacDonalds	☐	☐
Burger King	☐	☐
Other burger	☐	☐
Pizzaland	☐	☐
Pizza Express	☐	☐
Perfect Pizza	☐	☐
Pizza Hut	☐	☐
Other pizza	☐	☐
KFC	☐	☐
Spud-U-Like	☐	☐
Chinese	☐	☐
Indian	☐	☐
Other		

34. Which of the following food/drinks have you bought in the past month or intend to buy in the next month?

	Bought/Intend to buy	
Chocolate bar	☐	☐
Chewing gum	☐	☐
Fizzy drink	☐	☐
Fruit drink	☐	☐
Ice cream	☐	☐
Biscuits	☐	☐
Breakfast cereal	☐	☐
Milk shake	☐	☐
Pot snack	☐	☐
Crisps	☐	☐
Sweets	☐	☐

35. Which of these money accounts do you hold or intend to open in the next six months?

	Hold/Intend to open	
Bank current	☐	☐
Bank savings	☐	☐
Building society current	☐	☐
Building society savings	☐	☐
Post office giro	☐	☐
Post office savings	☐	☐
Premium bonds	☐	☐
Other		

36. Which bank/credit cards do you have or intend to have in the next six months?

	Have/Intend to have	
Cheque card	☐	☐
Cash card	☐	☐
Visa	☐	☐
Mastercard	☐	☐
American Express	☐	☐
Diner's Club	☐	☐
Store card(s)	☐	☐
Other		

37. What magazines apart from computer magazines do you read regularly?

- Cosmopolitan ☐
- Elle ☐
- GQ ☐
- Esquire ☐
- Q ☐
- Vox ☐
- Select ☐
- Empire ☐
- Melody Maker ☐
- NME ☐
- MBUK ☐
- Viz ☐
- Judge Dredd ☐
- Red Dwarf ☐
- Shoot ☐
- Smash Hits ☐
- Other .....

38. Which of the following radio/TV stations do you listen to/watch regularly?

- Capital FM ☐
- BBC Radio 1 ☐
- Local FM radio ☐
- MTV ☐
- Sky Sports ☐
- Sky Movies Plus ☐
- The Movie Channel ☐
- BBC 1 ☐
- BBC 2 ☐
- ITV ☐
- Channel 4 ☐

39. What are your three favourite programmes from the stations you ticked above?

1.....

2.....

3.....

And that's it! Phew, you've completed the quiz! Now fill in your name and address and stick the form in an envelope. If you don't fancy cutting up the mag, we don't mind a photocopy of these pages. You'll feel better about having your say say on how TOTAL changes, and even better if you're the lucky winner of £200 worth of carts!

NAME:
.....

ADDRESS:
.....

.....

.....

.....

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9. Stakk'm 10. Deathbots
11. Rad Racket Deluxe Tennis II
12. Chiller 13. Solitaire
14. Menace Beach 15. Shock Wave.

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PARASOL S

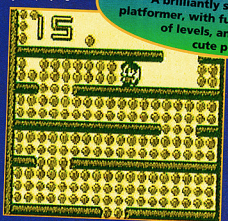
For Game Boy (1 player) **From Ocean** **Price £25**

The guy who invented CUTE is back! First he belched in Bubble Bobble, then he went all cosmic in Rainbow Islands, and now Bub's back, and this time he's bringing his, er,, brolly. Yes, in Parasol Stars Bub has to rid the universe of all the nasty monsters of Chaostikhan with his magic parasol – and if there's one thing yer average goblin doesn't like up 'em, it's a Paul Daniels sun shade.

Getting the hang of Bub's parasol is the key to playing the whole game. Bub can stun a baddie with his parasol and then pick him up on the end of it and chuck him at another nasty. Chubby Bub can also collect magic droplets which fall down the screen – if he picks up five, he gets a special mega-drop which wipes out oodles of nasties. Sounds weird, but take my word for it, this umbrella-flapping lark is fab.

BROLLIES
A brilliantly simple arcade-platformer, with fun gameplay, loads of levels, and dreamily cute piccies

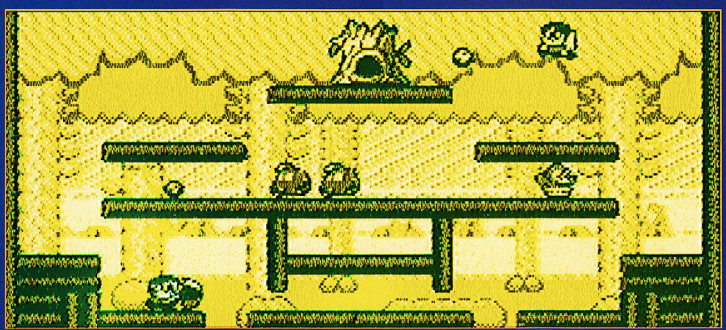
Bub's a bit lacking in the old points department, but if he gets that jug...



... All the baddies vanish and the level fills up with yummy bonuses. Bub likes jugs.

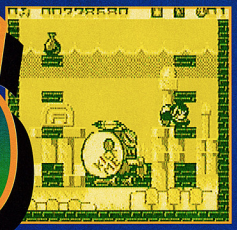
Parasol Stars has delicious gameplay fairly oozing out of the cart. The small, mainly single screen, levels are perfectly suited to the Game Boy, and the basic idea of the game is bags of fun. Once you've got the knack of using the brolly, you can set about wasting everything on screen, and that's when the real trouble starts! Just when you think you've got the level under control (generator on its last legs, only a couple of baddies left, that sort of thing) one of the things drops down from the ceiling and you're history!

Parasol Stars also has such a dinky play area

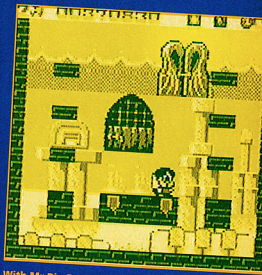


In Woodland World you'll encounter a psychotic tree harbouring an assortment of dangerous nasties which it releases to chase you.

TARS



At the end of Music World you'll find this big musical nasty waiting for you. Ah, if only Des O'Connor or Val Doonican had a big sign on them saying 'kick me'!



With Mr Big Bass Drum out of the way, these two doors fly onto the screen. Don't go through the manky one – enter the nice one with wings to go to a bonus stage.

that you really have to watch your back – as well as your front and sides – just to stay alive. All the baddies are appropriate to their own world, so on Music World, for example, they all pile out of a grand piano, and on Woodland World the little monsters are hiding in tree stumps. On the last level of each world lurks a guardian, who needs a thwacking with your parasol to finish him off. Complete a world and you get a choice of two exits – one leads to the next world, the other to a nifty bonus game where you can really rack up the points.

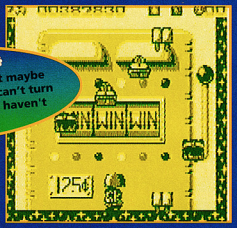
FOLLIES

Nowt much wrong, except maybe the soundtrack which you can't turn off. Er, and the fact that I haven't finished it yet!

If you love fabby arcade games then you should snap up a copy of Parasol Stars this minute. It's just got everything a great arcader should have – disgustingly cute graphics, plinky-plonky tunes, and a massive game that's so unputdownable it superglues itself to your fingers!

CHRIS

TOTAL!



Yes, in wonderful winged-door bonus land tons of fruits, cakes and lollies fall on you for no apparent reason. Still, it helps the old score mount up, doesn't it?

TOTAL! TEK-SPEX

Game	Parasol Stars
Levels	8 worlds
Difficulty	Hard
Continues	3
Release date	Out now

PARASOL STARS

Looks

■ Cute and cuddly baddies, loadsa platforms and some great animation as well

Sounds

■ Zappy noises for every hit and pick-up and a tune that's only slightly irritating

Gameplay

■ The basic idea is fab and there are lots of levels to beat and bits to find

Life span

■ It'll take weeks of fun for you to master all the different worlds and secret bits

Cute it may be, but this is a tough and very different arcade platformer. A super game which deserves a place in anyone's collection

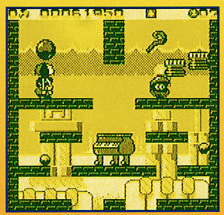
Final rating

92 Percent

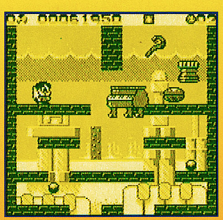
TOTAL! TACTIX

Tinkling the ivories

Hit the right note by getting to grips with the megadrips. Otherwise you could be in deep water...



Collect five of the tiny droplets that drip onto the screen and they'll form a mega-drop on Bub's parasol. Let it go and...

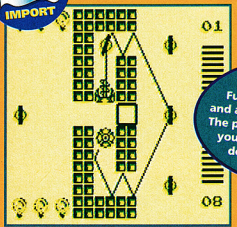


... it'll unleash a tidal wave of such ferocious splooshiness that nothing, not even a grand piano, can withstand its might.

BRAIN BENDER

GREY IMPORT

For Game Boy (1 player) **From Electro Brain** **Price £27**



In this screen you have to turn on all the light bulbs by zapping them with a laser. I find it easier using the light switch, myself.

BRAINS
Fun, frantic gameplay and a challenge that'll last. The password system helps you to keep going – but don't assume you'll ever finish it!

Haven't you always wanted someone to bring out a game in which you have to position mirrors to reflect laser beams so they burst bubbles? Well, you're in luck, then, because Brain Bender is just the laser-reflecting, bubble-bursting game you've been waiting for!

Brain Bender is tremendous fun to play, with 120 levels of, as the title suggests, brain-bending action. You've got loads of different mirrors which, working against a time limit, you have to align at exactly at the right angles for the laser beam to zap around and burst all the bubbles on each screen.

It may be fun, but don't get the idea that it's easy. Although the game has three difficulty levels, the 'easy' level is a huge understatement – it's more like a mission impossible! The screens get progressively harder as you go on, and one small mistake on your part sends you right back to the beginning. You'll definitely need more than a single attempt to get through each screen, but there is a password system, so if you're a real glutton for punishment you can go back and do it all again.

DRAINS
A way over-the-top difficulty level and tight time limits will probably drive you around the bend. The controls can be a bit of a pain, too

This is an ideal game for whiling away the hours – a single session will have you so enthralled that you'll find it hard to put down. Although it really is ridiculously difficult – it even says in the

HARMONY

GREY IMPORT

Looks
■ The shapes are nicely drawn, and it's all fairly pleasant to look at

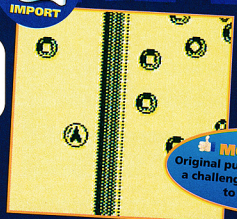
Sounds
■ An intro tune and a 'game over' jingle, but otherwise, not much happening

Gameplay
■ Ingeniously fiendish puzzles which just get harder and harder

Life span
■ You won't finish it for a while, if ever. A password system would have been useful

A tough game that will test even the most hardened puzzle-freaks. The earlier levels are a bit tedious, but the later ones will make or break you

Final rating 69 Percent

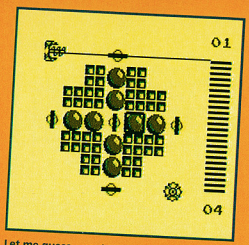


Evidently, all these molecule thingies have decided to be there *and* be square.

Originally released on various home computer formats as E-Motion, Harmony is a tough puzzler, in which you have to bash together molecules of the same shape to make them both disappear. If two different shapes come into contact with each other they form another shape, and that makes an uneven number of shapes and... Still with me?

Um, some of these molecules are joined to differently shaped ones via a length of elastic cord, and if they touch each other it'll cause you untold problems. Each different shape is easily recognisable, though, so when you mess up you've got no excuse apart

MOLECULES
Original puzzling gameplay with a challenge that will take you to the extreme



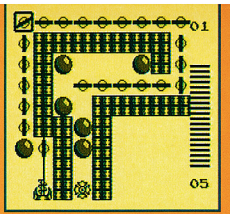
Let me guess – you've got to burst all the balloons using laser beams and cleverly placed mirrors, right? Thought so.

manual that 'some levels are impossible to do even if you don't make a mistake'! – that's not necessarily a bad thing, because the gameplay's so addictive you won't want to finish it.

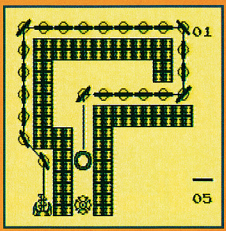
ANDY

TOTAL! TEK-SPEX

Game	**Brain Bender**
Levels	120
Difficulty	Hard
Continues	Passwords
Release date	Now: import



Here we see some balloons innocently minding their own business...



... Before being mercilessly slaughtered by some gimp with a laser beam. Shame!

BRAIN BENDER

Looks

■ Not particularly impressive, but this is only a puzzle game, after all

Sounds

■ You have a choice of either music of sound FX during the game

Gameplay

■ Trying to work it all out within the time limit keeps the adrenaline pumping

Life span

■ Loads of tough levels, complemented by the password system, will keep you going

A fun and frustrating game that will have you fiddling with your mirrors for ages. But remember, kids: don't play with lasers and mirrors at home!
Final rating
77
Percent

ONY

TOTAL! TEK-SPEX

Game	**Harmony**
Levels	50
Difficulty	Hard
Continues	None
Release date	Now: import

For Game Boy (1 player)
From Accolade
Price £27

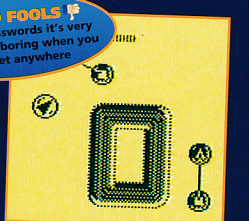
MAD FOOLS
Without passwords it's very hard. It gets boring when you don't get anywhere

from your own ineptitude.

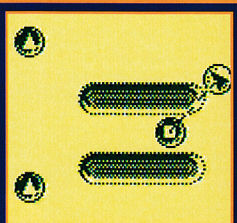
If all that sounds suspiciously like something off an early morning Open University programme, then you'll understand that this game presents a challenge of frightening proportions. You'll have to be a fast thinker with a good head for solving puzzles to succeed, especially on the brain-numbingly difficult later levels. Don't say you weren't warned!

Harmony's tough gameplay and steep learning curve mean it'll keep you occupied for a long while. Unfortunately, there's no password system – a serious omission for a game with 50 levels. Quite why this is called Harmony is beyond me – unless you're an eight-year-old with 10 'A' levels it's going to be no picnic completing it.

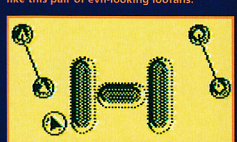
STEVE



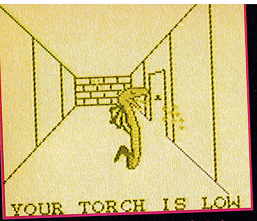
Tsk! When I were a lad, squares paired up with squares – they didn't go and hitch up with triangles like they do today.



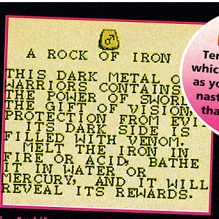
Not only do you have to avoid getting your ship attached to the molecules, but you've also got to manoeuvre around obstacles like this pair of evil-looking loofahs.



In this bit you have to try and throw dumbbells over spikey rugby posts. Um, or have I got it horribly wrong?

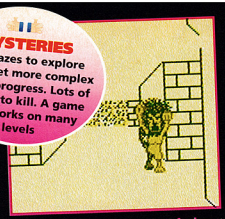


Isn't it just typical that my torch starts running out in a situation like this? Eek.



'... And if you corrugate it, you can also use it as a roof on your garden shed.'

MYSTERIES
Ten mazes to explore which get more complex as you progress. Lots of nasties to kill. A game that works on many levels



Don't let that 'I surrender' pose fool you – this lion creature is no domestic pet.

MYSTERIUM

For Game Boy (1 player) **From First Star Software** **Price £30**

Mysterium is an adventure-cum-maze game, in which you play an apprentice alchemist who can not only turn lead into gold but do lots of other neat tricks too.

This is a great help when you set out to tackle the ten mazes in Mysterium. You can use your alchemical ability, in conjunction with handy pools of fire, water, acid and mercury, to transform seemingly useless objects into useful ones.

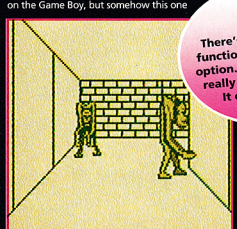
There are some objects that aren't involved in the transformation lark, like keys, each of which opens a specific door, lizards, which show you which key fits which door, white roses, which restore energy, and torches. There are also monsters, which you have to kill.

Games like this really ought not to work on the Game Boy, but somehow this one does. In addition to the 3D action screen, there are loads of info screens to coax you gently into the game and then leave you to work it out yourself. It's very easy to get drawn into Mysterium's strange world, and although it's not exactly action all the way, this game reeks of long term appeal. **STEVE** TOTAL!

TOTAL! TEK-SPEX

Game	Mysterium
Levels	10
Difficulty	Average
Continues	3
Release date	Out now

UMS
There's no password function or save game option. The action isn't really hectic enough. It can get a bit repetitive



Elsewhere in the maze, Lizard and Large are rehearsing their latest great comedy sketch. *(Er, are you sure, Steve? – Andy.)*

'Sssss... Hello there, earthling friend, my name's Sammy the Serpent. Would you like a go in my swimming pool? Go on... Ssss...'

MYSTERIUM

Looks
■ The graphics do the job, with smooth 3D step-scrolling and nice detailed sprites

Sounds
■ A reasonable title tune plus reasonable effects. Overall very, er, reasonable

Gameplay
■ Adventurers and arcade fanatics alike will enjoy the game style

Life span
■ Starts out easy, but soon gets very tricky. This one's definitely a long-termer

It's going to take a lot of commitment to get the better of Mysterium. It's a maze game with added puzzles and shooting, and it works brilliantly!

Final rating 79 Percent

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KID ICARUS

OF MYTHS AND MONSTERS

For Game Boy (1 player) **From Nintendo** **Price £25**

There's nothing better than a good platform game and a nice cup of tea to while away a rainy afternoon. Well, reviewing cups of tea is a bit difficult, so I'll tell you about Kid Icarus.

WINGS
Once you get the hang of the treasure hunting you'll be engrossed. Battery back-up is very useful

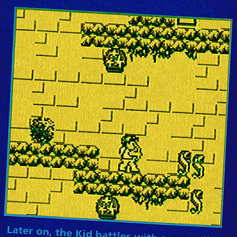
The game features a little winged boy, searching for the inevitable big-eyed girlfriend who's been imprisoned by nasties. Flying round the maze, Kid's got to shoot demons and snakes with his bow-and-arrow, smash through walls with mallets and leap ever higher to reach the top of each level. After beating the end-of-level guardian, he gets one of the three treasures he needs to rescue his girlie.

DINGS
There's not much variety – even the bonus rooms use the same rules and moves as the main game

Okay, okay, it's not a very original scenario for a game, but Kid Icarus does have its good points. It's not super hard, for one, which means you stand a chance of getting a reasonable distance before you get frustrated. Also, the characters and animation are cute enough to hold your attention. To top it all, the game has a battery back-up, so you can go back to it even when you've powered down for a while.

However, you have to balance all that against the fact that you're going to be looking at this game for a long time. Will it bore you? Well, yes, it probably will.

JAMES TOTAL!



Later on, the Kid battles with some evil letter 'S's, an occasional tea-cosy of doom... and a bush. Exciting, huh?

TOTAL! TEK-SPEX

Game	Kid Icarus
Levels	4
Difficulty	Average
Continues	Battery back-up
Release date	Dunno yet

Kid Icarus is in the terrifying batcave, which is swarming with, er... three bats.

KID ICARUS

Looks
Not bad looking, but it's too samey. You won't be surprised very often

Sounds
Annoying tunes. Turn off the sound if you want to get on with the game

Gameplay
Keeps you up for a while, but you soon get tired of flapping about

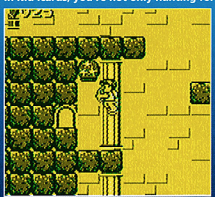
Life span
An amiable enough little game, but it won't hold your attention for long

A fairly engaging little platformer, but it's a bit repetitive. Persistence extends its lifespan, but you'll get bored before you get stuck

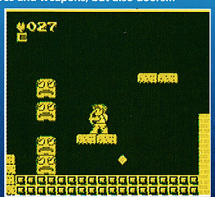
Final rating 68 Percent

The key to the doors

In Kid Icarus, you're not only hunting for lives and weapons, but also doors...



For most people, having a door halfway up the wall would be a a pain, but for our Kid it's no prob. Just fly through...



... And you'll find yourself in a bonus room, where you can collect lots of, er, bonuses, like hammers to smash walls.

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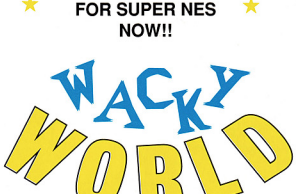

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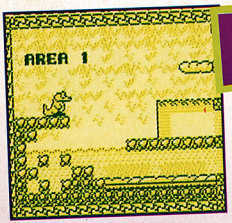
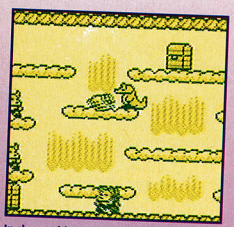


This is the start screen where you can choose which of each world's sub-levels you want to tackle first. (It looks the same whichever world you're on.)

TAIL 'GA

GREY IMPORT

For Game Boy (1 player) **From Natsume** **Price £25**



In sky worlds, platforms take the form of fluffy clouds which, unusually, are capable of supporting the weight of a fully-grown alligator for short periods.

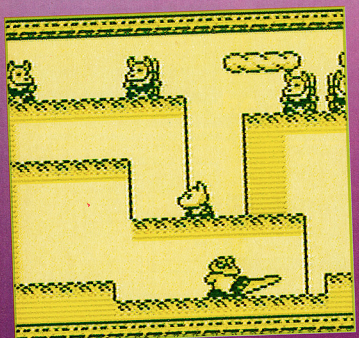
Alligator games, eh? Don't you just love 'em? First came the awesome Revenge Of The 'Gator pinball game, and now there's this. Tail 'Gator's got nothing to do with pinball, but it's a cracking little game all the same. It's a platformer, with the usual ridiculous storyline providing an excuse for lots of levels of fabulous alligator-related action.

Tail 'Gator only really has one serious flaw, and it's the instruction manual. It wastes several pages with the totally crap and pointless plot, but then neglects to give you anything except the most basic information about how you actually play the game.

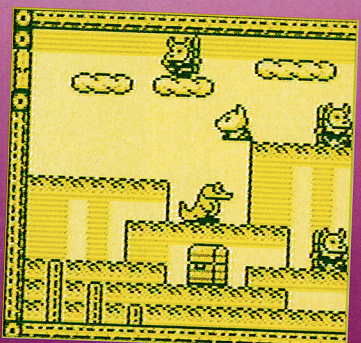
Each level has a number of little multi-screen sub-levels representing the different terrains over which the game is played. There's an underwater section where you can swim anywhere, but movement is sluggish and susceptible to currents, an up-in-the-air section where you can walk on clouds, but only for a little while before you fall through them, a cave section where you have to pick your way through cramped rocky caverns, and an ordinary overland section which can also contain elements of any of the other three sections. You can tackle these in any order.

TAILS
Pretty graphics. Lots of variety in the gameplay within the simple platform formula. Well designed, with good difficulty curve and lots of passcodes

One of the sub-sections contains a big end-of-level baddie, but even when you defeat him you have to play all the other sub-sections before you can move to the next level. Who is he? Why is he there? Does he mean anything important? Who knows? Doesn't tell you in the instructions, that's for sure. And there's no indication whatsoever of how many levels there are in

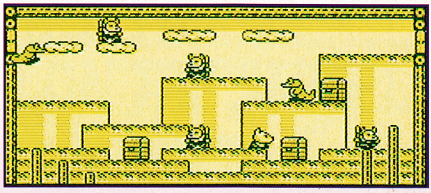


Aah! Isn't that sweet! Tail'Gator's made lots of new friends. It's not easy for alligators to meet people, you know.



Curiously, the key to the end of each stage is always contained in the last chest you look in. Funny the way that always happens.

TAIL 'GATOR



Some levels get all clever-clever with you and mix several different types of landscape, as here, to fabulously interesting effect.

the game, which might not seem very important, but it's hard to get motivated to finish a level when you've got no idea how close it's going to bring you to the end of the game.

All this might seem like really irrelevant pickiness, but it's a ridiculously sloppy approach and it annoys me intensely. At £25 and upwards a time, the least you should expect from a game is that it should tell you how to play it properly.

Anyway, back to the game itself. The objective seems to be simply to collect the contents of every treasure chest on each screen, which then lets you through the exit to the next one. Meanwhile you've got to avoid the numerous baddies or kill them by whipping them with your tail. It's a simple enough thing, but where the game really scores is simply by being enormously playable. You really feel in control of your character, even (in fact, especially) when you're struggling against an underwater current or trying to stay safely on top of a cloud while waiting for a meanie to go past. The different kinds of sub-level give the game a variety and atmosphere that really keeps you interested.

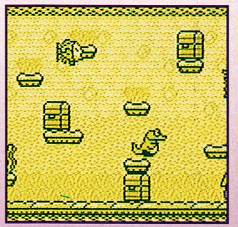
WAILS
The instruction manual really is totally useless. The game might get a bit repetitive after a while, but it's nothing serious. Er, that's about it

And that's about it, really. There's nothing revolutionary about Tail 'Gator, but it's great fun to play and you'll get weeks of fun out of it. And that's good enough for me.

ANDY TOTAL!

TOTAL! TEK-SPEX

Game	Tail 'Gator
Levels	Lots
Difficulty	Average
Continues	Passcodes
Release date	Now: import



On the underwater levels, just go with the flow and everything will go swimmingly.

TAIL 'GATOR

Looks
■ You couldn't call it gorgeous, but it's as good-looking as it needs to be

Sounds
■ Decently bouncy music and a few effects scattered around here and there

Gameplay
■ Brilliant! Lots of leaping around, a bit of head-scratching and tons of tail-whacking

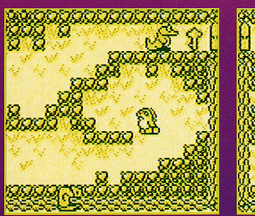
Life span
■ It's a bit hard to say without knowing how many levels there are. Ages, though

Cute, fun and extremely playable, Tail Gator is exactly the kind of thing the Game Boy does best. A brilliant little arcade platformer

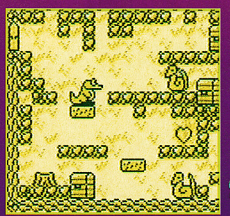
Final rating 86 Percent

Going underground...

Alligators are supposed to like dank, smelly subterranean places. Dunno why...



The underground cave sections are among the most demanding levels in the game. You haven't got much room to manoeuvre, and the places are absolutely swarming, crawling, and otherwise overrun with nasties.



As you progress, the already-tricky cave levels get further complicated by things like this disappearing platform you're currently standing on. The rock patterns get even tighter, too, so you've got even less space to move about in.

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GB ROUND-UP

It's Game Boy Round-up time again. We take a handful of GB carts, throw 'em at the wall, and see if they stick.

PROPHECY

For Game Boy
From GameTek
Price £25

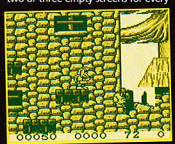
This is a platform game. It's a very big platform game (with eight huge levels), it's a reasonably varied platform game (each level has its own style), but sadly it's not a very good platform game. And here's why...

1 It's too difficult. There are enough hazards and enemies strewn throughout each level to ensure that you've got 'not much' energy left by the time you meet the very difficult to kill end-of-level guardian. There's little chance of you finding enough coins on the level to buy a guardian-killing weapon, let alone any vitally needed extra energy or bonus lives. You'll be lucky if you've got enough for a Kit Kat.

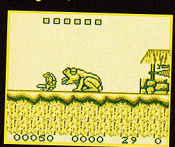
2 It's too spread out. There are two or three empty screens for every screen with a platform or enemy on it. That means plenty of big gaps between each burst of action, which in turn means it gets very boring very quickly.

3 It's too samey. Your only weapon (excluding the powerful single-use weapons you could buy if you had enough cash) is a sword. The problem with swords is that you have to be right next to the person you want to hurt. By the time you've hit them enough to kill them you'll have taken loads of damage yourself. The only sensible choice is to jump over them, the same way you jump from platform to platform. And that's the game, really: run, jump, run, run, jump. Thrilling, eh?

4 And it's got Vikings in it. I can't stand Vikings. **ANDY**



Prophecy's got lots of Vikings in it. Vikings used to live in Sweden, but found it very boring and preferred to travel.



Well, well, well. I've heard of a frog in your throat, but a frog in your face is a bit much.

One of the more unusual landmarks of the Western Lands is the famed Huge Pointy Hand.

PROPHECY

Looks
Nicely drawn and detailed backdrops. Sprites look a bit odd sometimes

Sounds
Average effects. A merry little tune to send you on your way

Gameplay
Repetitive running and jumping stuff, and thinly spread action

Life span
Big and difficult. It'll take ages to finish and won't be much fun

Final rating 51 Percent

JORDAN vs BIRD: ONE ON ONE

For Game Boy
From EA
Price £25

Basketball sims – argh! In my experience they're harder to do than fitting the entire Harlem Globetrotters in a Wendy house, but here goes.

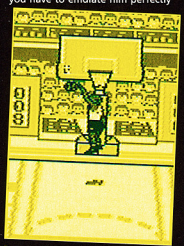
Actually, this one is less hard than many I've seen. That's not to say it's easy, though – going one-on-one with two of the most hard-nut basketball players in the history of the Earth is bound to be fraught with the odd prob.

There are basically three types of game here: one on one; slam dunk contest; and 3-point contest. The one on one is the main event, and this is where you both slam and flubber-dubber your way around each other to get as many points as you can by dunking the ball in the net hoop.

The slam dunk contest is where Air Jordan gets to show off his repertoire of amazing slam dunks – you have to emulate him perfectly to get a high score from the judges.

Finally, you have Bird and his 3-point contest, where he has to shoot the ball from various places around the court and get them all in within a time limit. This is one of the hardest parts of the game, and you need a proper rhythm in order to complete it – a metronome might come in handy here!

All in all, Jordan vs. Bird isn't bad entertainment, considering how hard almost every other basketball sim is. Once you get the moves down, you can fly with Jordon and Bird any time you like! **JAMES**



Damn, missed again! I knew I should have put my contact lenses in this morning.

ONE ON ONE

Looks
The game looks very nice, but the animation of the jumps is painfully slow

Sounds
The noise of the ball shooshing into the net is pretty nifty, but that's it

Gameplay
The same all the way through, but getting better provides the incentive

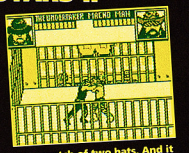
Life span
Sometimes annoying, but grit your teeth and practise and you'll have fun

Final rating 71 Percent

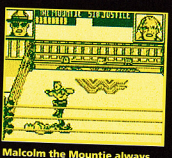
Welcome to the Air Jordan guided tour. This is what we in the trade call a basket...

WWF SUPER STARS II

For Game Boy
From LJN
Price £25



It's a match of two hats. And it looks to me as if neither of them are getting ahead (geddit?) in this undertaking.



Malcolm the Mountie always gets his man... And then he stomps on his head. That's what I call rough justice.

The idea of men running around with egos bigger than their biceps and wearing glittery underwear isn't particularly inspiring, and to be honest, neither is this game. If you've played the other wrestling games then you'll know all that's worth knowing about the game, for the simple reason that there's very little different about it.

For anyone who ain't hip to the world of WWF, here's the score: you're a wrestler. Er, that's it, really, because unless you're a fan of the real thing, the rest of it is all pretty dull. Once you've found a move that's easy to repeat and seems to hurt the other guy a bit, all the fantastic moves that are allegedly at your disposal take a flying dropkick straight out of the window!

The bit about the steel cage is fairly boring, really. The only noticeable difference is that the ropes have been replaced by bars and they hurt when you run into them. Oh, and you can climb on top of the bars and wave to the crowd.

Maybe I'm a cynical old gimp, but I just can't understand why these games are so popular. Even if you ignore the fact that wrestling is all very silly, they don't work particularly well on the little hand-held and they're annoyingly uncontrollable. Still, having said that, because it bears the WWF Super Stars logo I'm certain it will do incredibly well in the charts, no matter how much anyone slags it off. **JAMES**

SUPERSTARS II

Looks
Six ugly blokes bouncing around in their undies. Still, the game looks okay

Sounds
Horrible off-beat, warbling tunes which don't add much to the game

Gameplay
'Frantic button-bashing until something happens' isn't really gameplay

Life span
No matter how popular it is, there's so little going on it won't last

Final rating 44 Percent

FERRARI GPC

Looks
Nice skyline for each country. Average cars and tracks

Sounds
Annoying tune that you can't turn off. Vrrooms and screeches

Gameplay
Basic speed-and-steer racer with some very frustrating faults

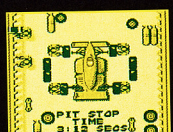
Life span
The full season lasts a while but there's only one skill level

Final rating 63 Percent

FERRARI GRAND PRIX CHALLENGE

For Game Boy
From Acclaim
Price £25

Well, I'm either way out ahead or all the other cars have given up and gone home...



It's another Airfix kit game. Don't forget to paint the parts before you glue 'em together!

Here we go again with another Formula One racer – 16 international tracks, 25 competitors and lots of the usual pedal-pressing stuff.

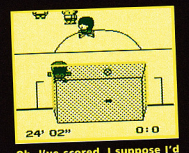
Ferrari doesn't do anything new on the F1 circuit – you view the action from behind and have to play 'catch up' with the other superhuman racers. Not only do your opponents qualify ahead of you but if you brush their mudguard slightly you spin off the road, whilst they zoom off into the distance without a scratch. Also, if you lose too many places you're eliminated, never mind how low your place was on the grid or how high you've reached.

Mastering these glitches will take a while, but once you've done that the championship is easy, and then any remaining fun goes. **CHRIS**

SOCCER MANIA

GREY IMPORT

For Game Boy
From Sony Imagesoft
Price £29



Oh, I've scored. I suppose I'd better look excited, then.

Well, I'm not the only one who finds this game tearfully bad.

Soccer's a funny old game, innit? Well, it's even funnier now the Americans have got in on the act. In Soccer Mania you take control of the Americans in a bid for World Cup glory, by playing against the best five teams in the whole world – er, including Japan.

That's the scenario, but as for the gameplay... Well, the less said about that, the better. For a start, all the players move around of their own accord, and controlling them is a nightmare. They all look the same, too, so identifying which players are on your team and which ones are just itching to snatch the ball off you with a sneaky tackle is often difficult.

The sound is more like noise – it's repetitive and annoying, and there isn't even any crowd sound, just music. The control method is appalling, and involves having to change control of your players manually. All in all, this is a very sad attempt at a soccer sim. **ANDY**

SOCCER MANIA

Looks
Dreadful. It's difficult to tell who the members of your team are

Sounds
Crappy and irritating. Thank God for the volume control!

Gameplay
What's that? Kick a ball up and down the field? Sounds a bit boring to me

Life span
With only five teams plus one super team, this will die within two days

Final rating 13 Percent

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TOTAL! TACTIX

Tips, cheats and player's guides

PARODIUS

GB TRICK

Even though Parodius comes with built-in infinite continues, you may still be having some problems with it. If so, then try out TOTAL's cheat to get you armed to the teeth whenever you like in the game. Once you've chosen your ship and are flying through space, press PAUSE and then UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A and you'll get the best add-ons for your ship.

SIDE POCKET

GB TIP

When a star comes up in one corner of the table, bounce the cue ball off one of the side cushions into the star pocket and, as if by magic (or even by a wonky table), all the other balls line up at the corner pockets. Thanks to **Jody 'Hustler' Fowler** for the tip.

DOUBLE DRAGON II

NES TRICK

It's dog eat dog out there in Double Dragon land, but Liverpool's own **Anthony Doherty** is a bit vicious and no mistake. He says that to get extra lives you should select the two-player 'B' game, then kill the other character. Yes, I know it's heartless, cruel and downright nasty, but every time you do this you gain an extra life.

'Oh no, I've lost my contact lens. Quick, lads, help me!' Billy tries a new twist on the 'Don't hit me, I'm wearing glasses' trick.

GOLF

GB TRICK

Billericay must be a pretty boring place, as all **Jody Fowler** seems to do is play her Game Boy and find new cheats. If you play a really manky shot in GB Golf, you can re-take your shot. Just press START, SELECT, A and B to reset the machine after your embarrassingly bad stroke, play the saved game, and you'll be able to take the shot again.

PITFIGHTER

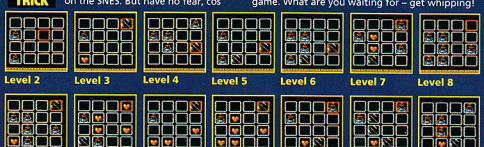
GB TRICK

Only the criminally insane would have bought a copy of this one, or those who didn't read our review last month. Still, if you're stuck with this cart and want to get past the first couple of bad guys, try this cheat. When you lose and your opponent gloats: 'Still the best', press DOWN and A to continue, and yet more pitfighting 'fun' can be yours.

CASTLEVANIA IV

GB TRICK

Only real hard cases can conquer Drac and his boys in Castlevania IV on the SNES. But have no fear, cos racing to the rescue on a white charger comes TOTAL, armed with a small plastic sword from Argos, and bearing every level code for the game. What are you waiting for – get whipping!



IKARI WARRIORS

NES TIP

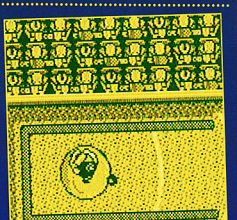
To continue the game after losing all your lives, press A, B, B, A and you'll be able to get back to all that mindless violence as if nothing at all had happened.

TRACK MEET

GB TRICK

If you're not quite a Linford Christie or Sally Gunnell, you'll probably need to use these codes, sent in by **Gavin Hogg** of Middlesbrough, to let you play all the opponents in Track Meet. Unluckily, it still means that Jack Strop is as invincible as ever.

Swammi Pastrami – **BHCBTWVB**
Kenichi Katana Ninja – **GXMBGWNC**



Want to win at Track Meet, but can't be bothered to play though it? Lazy gimp!

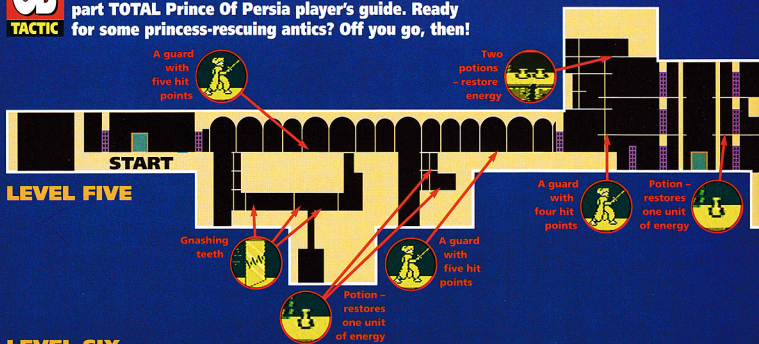
Irwin B. Cheetin – **TBRBNNQM**
Jack Strop – **HHTBSRLR**

PRINCE OF PERSIA

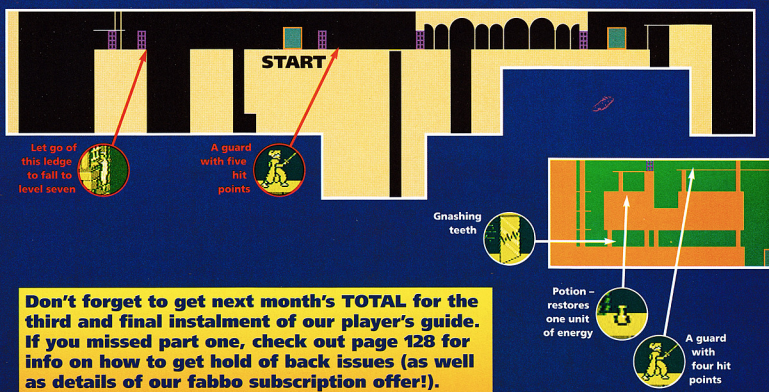
GB TACTIC

Yet more deep, dark, dank dungeons await our royal Middle Eastern hero in the second part of the three-part TOTAL Prince Of Persia player's guide. Ready for some princess-rescuing antics? Off you go, then!

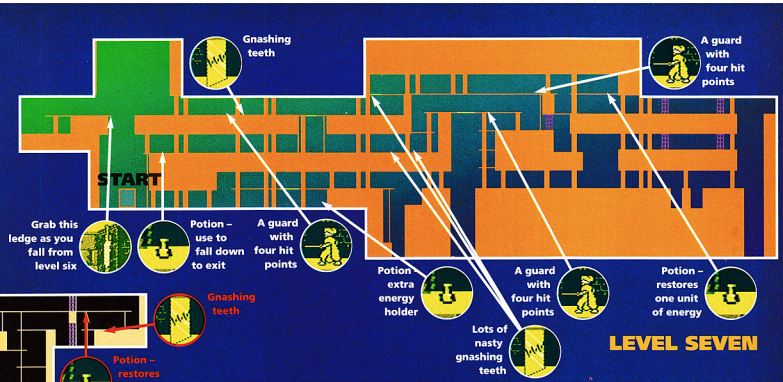
LEVEL FIVE


A guard with five hit points
Two potions – restore energy
START
A guard with four hit points
Potion – restores one unit of energy
Gnashing teeth
A guard with five hit points
Potion – restores one unit of energy

LEVEL SIX


START
Let go of this ledge to fall to level seven
A guard with five hit points
Gnashing teeth
Potion – restores one unit of energy
A guard with four hit points

Don't forget to get next month's TOTAL for the third and final instalment of our player's guide. If you missed part one, check out page 128 for info on how to get hold of back issues (as well as details of our fabbo subscription offer!).


Gnashing teeth
A guard with four hit points
START
Grab this ledge as you fall from level six
Potion – use to fall down to exit
A guard with four hit points
Potion extra energy holder
A guard with four hit points
Potion – restores one unit of energy
Lots of nasty gnashing teeth
LEVEL SEVEN
Gnashing teeth
Potion – restores one unit of energy
A guard with four hit points

Key: Unlock the secrets of the dungeon...

These are doors. Open them with the floor plates that are either on the same screen or the one next to it.

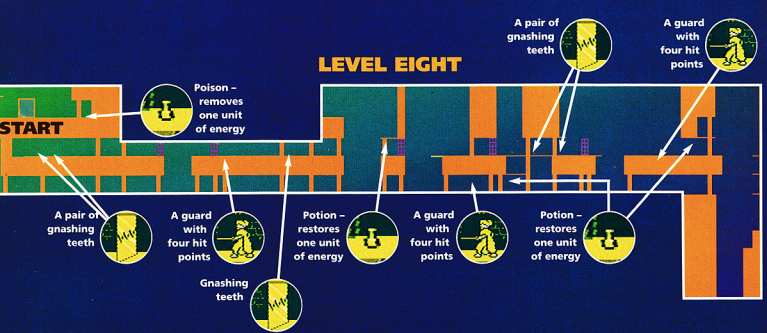
This is the exit door switch. Trip it and you can make it to the next level and that bit closer to the Princess.

These are loose floor tiles. Some are deadly, others let you get to extra potions and hidden rooms.

You can recognise the pop-up floor spikes by the tiny holes in the surface of the floor. To stop Prince from ruining his new slippers, just take small steps up to them and they'll spring up. Then just step through them and run off.

The nasty, gnashing teeth are tougher than the spikes. Step carefully up to them and as they snap shut press jump to go through. With more than one set of teeth run fast through the first one, then press jump to get through the rest.

Swashbuckling time! Beating the guards is a lot easier than it looks. Move towards your enemy, and as your swords meet and are lowered, press fire and you'll run him through. Stick to this method and you'll have no problems.


A pair of gnashing teeth
A guard with four hit points
LEVEL EIGHT
Poison – removes one unit of energy
START
A pair of gnashing teeth
A guard with four hit points
Potion – restores one unit of energy
A guard with four hit points
Potion – restores one unit of energy
Gnashing teeth

SUPER MARIO WORLD

SNES TACTIC

Part 5 And here it is! The climax of our Super Mario World player's guide. Dare you venture into the Valley of Bowser for the final confrontation? (Oh, go on.)

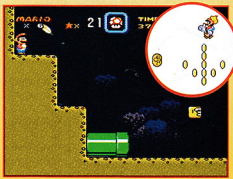
1 Before entering the Valley Of Bowser, you'll have to go through the Sunken Ghost Ship. This is pretty short and easy, but there are hundreds of little Boos which wink in and out of existence in a regular pattern. Swim very slowly and stop when the Boos appear. Patience will see you safely through.

2 The last section of the Ghost Ship has you falling down a huge pit. Hit turtles for 1-Ups, but stay near the centre to get another invincibility star.

3 And here we are in the dreaded Valley of Bowser. This is the route we'll be taking – straight to Bowser through the back door of his castle!

4 Valley of Bowser 1 is easy apart from a few dead ends. The exit is at bottom right, so head in that direction. This narrow channel is mole-infested – wait for them to appear, then just follow them to the right.

5 Valley of Bowser 2 is trickier. Near the start, avoid the dangerous indestructible Koopa shell by standing on the '?' block and waiting for the two Koopas to knock each other out.



6 At the start of the sliding block section, there's a helpful feather hidden in a block above Mario. Alternatively, you can skip the whole level by getting Yoshi and collecting the wings from the '?' block!

7 Still, doing it the hard way leads you here... So what? So, if you jump up here and run back left, you get a secret keyhole which opens a pathway to the Valley Fortress!

8 The Valley Fortress is full of nasty uppy-downy spikes. Just take your time and walk past them one at a time. It's worth it because now you're at Bowser's Back Door.

9 The Back Door takes you to the last, easy section of Bowser's Castle without all the faffing about going the front way. It even has a half-way tape before the final door!

10 The Valley Ghost House is easy. After the first simple section, headbutt the 'P' block above the doorway, run right as fast as you can, then go through the second-to-last door.

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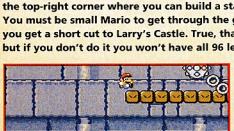
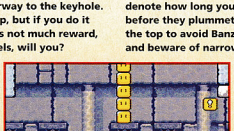
11 Alternatively, go through the very last door. Collect the 'P' block and carry it through to the '?' block at the end of the level. Drop and hit the 'P' then hit the '?' block. Quickly get up onto the line of blocks which appear and guide it with the joypad up to the top-right corner where you can build a stairway to the keyhole. You must be small Mario to get through the gap, but if you do it you get a short cut to Larry's Castle. True, that's not much reward, but if you don't do it you won't have all 96 levels, will you?

12 If you're going the long way round, next stop is Valley 3. These platforms have little numbers on them which denote how long you have before they plummet. Stay near the top to avoid Banzai Bills, and beware of narrow gaps!

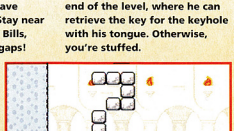
13 Valley 4 contains the last entrance to the Star Road. To reach it you'll need to get and keep Yoshi until the end of the level, where he can retrieve the key for the keyhole with his tongue. Otherwise, you're stuffed.



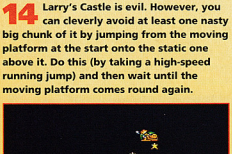
14 Larry's Castle is evil. However, you can cleverly avoid at least one nasty big chunk of it by jumping from the moving platform at the start onto the static one above it. Do this (by taking a high-speed running jump) and then wait until the moving platform comes round again.



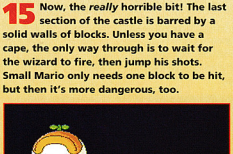
15 Now, the *really* horrible bit! The last section of the castle is barred by a solid walls of blocks. Unless you have a cape, the only way through is to wait for the wizard to fire, then jump his shots. Small Mario only needs one block to be hit, but then it's more dangerous, too.



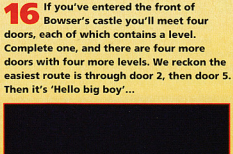
16 If you've entered the front of Bowser's castle you'll meet four doors, each of which contains a level. Complete one, and there are four more doors with four more levels. We reckon the easiest route is through door 2, then door 5. Then it's 'Hello big boy'...



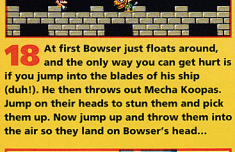
18 At first Bowser just floats around, and the only way you can get hurt is if you jump into the blades of his ship (duh!). He then throws out Mecha Koopas. Jump on their heads to stun them and pick them up. Now jump up and throw them into the air so they land on Bowser's head...



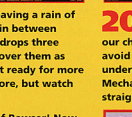
19 Bowser zooms off leaving a rain of fireballs (just stand in between them). When he returns, he drops three huge marbles at you. Jump over them as they roll along, and then get ready for more Mecha Koopas. Same as before, but watch out for Bowsers flight path!



20 Bowser's last stand involves lots of bouncing around, trying to squash our chum. He looks menacing but is easy to avoid – just nip from side to side, running underneath him. There's one more batch of Mecha Koopas, but since Bowser moves in straight lines he's easy to hit – and defeat!



22 And that's the end of Bowser! Now sit back and watch the jolly ending, as Mario and Princess Daisy are re-united, Mario and Yoshi are re-united, Yoshi and the Yoshi-eggs get back together, and Mario, Yoshi, Princess Daisy and Yoshi's family all have a get-together back at Yoshi's place. So it's game over then? No way! Tune in next month for TOTAL's guide to the SMW Star Worlds...



If you have anything to add to our Super Mario World player's guide, or don't understand any of it, get in touch with us. The address, as ever, is TOTAL Tactix, 30 Monmouth Street, Bath, Avon BA1 2BW. Or why not come and hassle us in person at the Future Entertainment Show (see page 19 for details).

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LITTLE NEMO

THE DREAM MASTER

LEVEL ONE: The Mushroom Forest

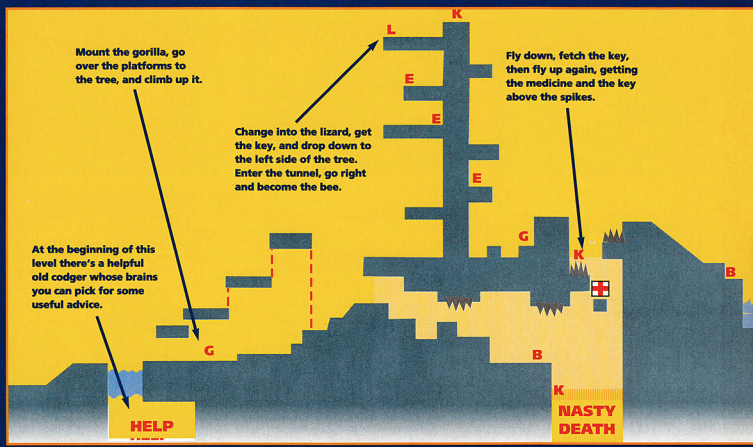
Three of the Mushroom Forest keys are hovering above the mushrooms and are easy to get. The third of them is on top of the massive red mushroom and you need to be the frog to be able to reach it.

After the big mushroom, go down and to the left. Turn into the mole and burrow down into the ground to pick up one key. Go left to find a fifth key. Now turn back into Nemo and go to the right.

Here, turn into the frog, wait for the giant fly to pass, and then jump up the platforms that go across the waterfall. When you reach the other side of the waterfall you can either stay as the frog or...

... Turn into this lizard. Whichever you choose, go up and left to collect the sixth key. All that's left to for you to do now is rush across to the right and go through the door to the next dream.

LEVEL TWO: The Flower Garden


K
L
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G
Mount the gorilla, go over the platforms to the tree, and climb up it.
Change into the lizard, get the key, and drop down to the left side of the tree. Enter the tunnel, go right and become the bee.
Fly down, fetch the key, then fly up again, getting the medicine and the key above the spikes.
At the beginning of this level there's a helpful old codger whose brains you can pick for some useful advice.
HELP
NASTY DEATH

NES TACTIC

Did you find Little Nemo a nightmare? Well, here's part one of our two-part player's guide to wake you up!

LEVEL THREE: The Toy Room

Leap onto the train to ride through the Toy Room. When you're on the train, where the girders start to fall, just stand at this point and they'll all miss you. Phew!

After the girders, run onto the blue roof of the engine when you see this multi-coloured wall on the right. Jump a flying squirrel, duck under a spike, then jump the next squirrel.

When the train is going down, stay towards the back of the carriage. Make sure you're crouching as the first set of spikes hits the engine, as shown, to avoid being squished.

For the second set of low spikes, stand here. After this, try to get to the front of the engine. When the train goes up, stay at the back and you should be okay for the rest of the level.

Key: The Dream scene

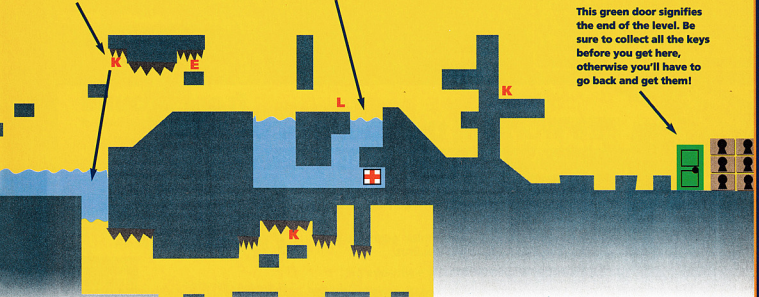
- L — Lizard
- G — Gorilla
- E — Energy
- B — Bee
- K — Key
- Medicine
- Position of level exit and number of keys needed to open door

Don't miss the final part of our player's guide next month. If you still haven't got a clue what it's all about you obviously haven't read our Little Nemo review in issue 8 yet. Waft to page 128 for our step-by-step guide to ordering back issues.

Stay as the bee and fly to collect this key. Change to Nemo, drop into the water and swim down. Go right for the key and continue right to return to the surface.

Go right. Dive into the water and collect medicine. Surface and turn into the lizard. Climb the tree for the last key and go to the exit.

This green door signifies the end of the level. Be sure to collect all the keys before you get here, otherwise you'll have to go back and get them!



Q&A

Questions and, er... answers!

BATMAN

Dear TOTAL,

Please help me. I can't get past the last flying stage on Batman on my Game Boy and I can't seem to kill the ship at the very end of the stage.

Graham Capps, Lowestoft.

Dear Graham,

There are two big ships in the flying stage – a bomber and a helicopter. The bomber comes from the left, and you have to get behind it to the left. Dodge its fire and keep blasting. When it drops off the screen it comes back on the right – stay to the left and keep firing. To beat the chopper, move up as the top bomb flies towards you, and fly over it, shooting the chopper.**CHRIS**

LOW G MAN

Dear Steve,

Here's the solution to Paul Bower's prob in Low G Man (issue 9). First, collect as much energy and weaponry as you can. Just before the Pink Blob, use the hover vehicle and fly over it. Hover on the right and destroy the small blob next to it. Get on the middle platform, eject the vehicle, choose a weapon and blow the blob away. If it fires, jump and keep blasting when you land.

David Lee, Thringstone.

Dear David,

Thanks for your help. A prize will be on its way to you soon. And if anyone else answers a Q & A question, they'll get a prize too. **STEVE**

GAME GENIE CODES

NES TRICK

BART VS THE WORLD
SZONIPST Infinite lives
SZVVEKVK Infinite energy
Ben Walsh, Bolton.

SUPER MARIO BROS 2
OAXAOIAE Make Princess float non-stop

SUPER MARIO BROS 3
EXKXGLIA Makes Mario or Luigi black and white, and invincible
Robert Shaw, Weston-Super-Mare

MEGA MAN 2
TANALALE Start with 14 lives
James Aukett, Tottenham.

Any ideas what you're supposed to call a Mega Man with 14 lives? A Giga Man?

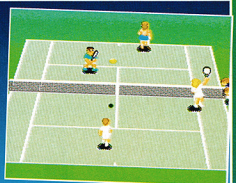
ACTION REPLAY CODES

SNES TRICK

SUPER TENNIS
7E028400 and 7E010F00 No points vs computer
Nigel Stone, Bristol.

D-FORCE
7E021504 Infinite lives
7E020F0C Full power-ups
Francis Ball, Rotherham.

UN SQUADRON
7E00DD03 Infinite clusters
Joe Tombs, Milton Keynes.



Infinite cluster-bombs can be yours if... Hang on, this isn't the UN Squadron pic!

ACTION REPLAY CODES

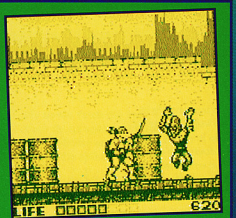
GB TRICK

TURTLES 1
010881C9 Infinite energy
Michael Yau, Prestwich.

BART SIMPSON
010292C9 Infinite lives
Stephen Watson, Preston.

FORTRESS OF FEAR
010321C3 Infinite energy

HOOK
020417C0 Infinite lives
085014C0 Infinite energy
Tim Jordan, Bonnington.



Donatello happens upon a strange race of Turtle-worshipping aliens.

November issue on sale October 22

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Future
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This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's *Super Play*.

From the very first issue it became clear – for the most accurate, honest reviews, for the first news and previews, for the best overview on the entire world scene for 1992's hottest new console, there is now a new place to be.

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- *Super Play* is never less than 100 pages – and sometimes a whole lot more. When the machine specific Super Nintendo competition struggles to make 84 pages, that's a massive difference in commitment to the SNES straight away.
- *Super Play* is put together by Future Publishing – the people behind Total!, the multi-format Nintendo market leader, as well as market leading computer and video titles in every sector. We've got this big by being the best, and we're not stopping now.
- *Super Play* has a commitment to cover every Super Nintendo game as it comes out – all the official UK games, plus the best, most playable ones from America and Japan the minute they get imported. Unlike some magazines, which concentrate on just one side of the story, you get the complete picture with *Super Play*.

INDEPENDENT SUPER NINTENDO MAGAZINE Super PLAY

For the best in Player's Guides, news, features, comment on existing games and – of course – new game reviews, nobody brings you as much for the Super Nintendo as *Super Play*. For those who've been following the Super NES, the launch of *Super Play* was when everything *really* got started. For the competition, it's going to be a long, heart-breaking year.

SUPER PLAY: CATCH THE EXCITEMENT FOR YOURSELF.

READER ADS

Buying? Selling? Just want to see your name in print? This is where it's all at!

● Mystical Ninja, Jap SNES, boxed and instructions – I'll even include helpful tips! Rated 92-95%. Only £29. Call Michael, weekday evenings.
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● NES for sale, with six games. Sell for £100. Offers.
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Tel: 081-577 7338 (ask for Raj)
● Please note! I have back issues of console mags and I have wrestling gear for sale. Contact Stephen at 149 Wynward, Chester-le-Street, Co. Durham. (Enclose s.a.e.)

● An **NES** including **5** games, which are **SMB1, SMB3, Turtles, Excitebike and Mega Man 2**. Total price: **£175**
Tel: (0462) 743247

● Nintendo NES Advantage joystick for sale: £20.
Tel: (0532) 636974
● For Sale! Nintendo Game Boy with Tetris, Super Mario Land, Duck Tales, 2-player lead, headphones for £70 ono!
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● NES Advantage for sale: £25. hardly used.
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● NES Action Set, boxed with light-gun, 2 control pads, SMB1 & 3 and Duck Hunt. £80 ono.
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● NES for sale. 11 games, light-gun, two control pads and NES Advantage, worth over £500. Games include Mario 1, 2 & 3. Yours for £260.
Tel: (0737) 246007
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Write to Adam Bryce, Wentworth House, 23 The Avenue, Clifton, York YO3 6AS
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● **Get your games on our list!** We match the buyers to the sellers on the TCS games database! We cater for all consoles/computers. Send a s.a.e. to **TCS, 196 Rectory Road, Grays, Essex RM17 5SN**. Only £1 until November 1992.

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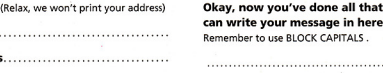
● Make better games. Don't try to catch up with Mega Drive.
● To Karen and Steven Mario – how does it feel to see your names in TOTAL? Love Mum and Dad.
● Don't forget, issue 12 of TOTAL is in the shops on Thursday 19th November. Keep those Reader Ads coming in!



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If you would like to place an advertisement or a message in next month's TOTAL, please write it in BLOCK CAPITALS on the coupon on the left. Send the coupon to:
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To start with you have a choice of playing on the Mega Drive, Super NES or Amiga, but if you get through the first stage then you'll have to really show off your skills by playing several games on different machines.

If you get top marks in the special gamers' challenge you could make it to the finals at the Future Entertainment Show in November and face a play-off on the video wall with the TV cameras watching! And the winner will walk off with £10,000 in cash.

If you think you're up to the challenge, look up your nearest entry point below, and see if you are as good as you think you are...

THE PRIZES!

The winners of each heat will go forward to a regional final the same week. The winner of each regional final will get an **Amiga**, a **Mega Drive** and a **Super NES**, plus copies of the games which will be used in the finals so they can get ready in style. In the grand final itself, the runner up will get **£4,000** while the winner will go home an incredible **£10,000** richer!

FREE ENTRY!

HOW TO ENTER

Please pre-register the week before at your nearest store:

12th, 13th, 14th, 15th October
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19th, 20th, 21st, 22nd October
Stockport Game Centre
Manchester Megastore

26th, 27th, 28th, 29th October
Bromley Game Centre
Croydon Game Centre
Guildford Game Centre
Ilford Game Centre
Kingston Game Centre
London Game Centre, 100 Oxford Street
Birmingham Megastore
Bristol Game Centre
Cardiff Megastore
Newcastle Megastore
Gateshead Game Centre

There you'll have to try out a special timed challenge on Zool, Robocop 3 or Aquatics. Regional finals will be held on the Friday of each week in a local Megastore, and the winners of the regional finals will go to the grand final in Earls Court on November 7th and 8th.

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The Future Entertainment Show is the biggest computer games event ever seen in the UK. We've got all the leading names showing off big time – Nintendo, Sega, Commodore, Philips, Ocean, Electronic Arts, Acclaim, Psygnosis, Domark, Gremlin, Microprose and *scores* of others. Oh, and there's a video wall the size of a house and competitions and huge arcades and serious bargains and TV film crews and – but, hey, let's not worry about *detail*.

All you have to do is be there.

Then we'll blow your mind.

***Helluva* deal...**

The Future Entertainment Show

Earls Court November 5-8 1992

Phone **051-356 5085** to guarantee your ticket (£5.95 for adults & £3.95 for under 14s in advance, or £7 & £5 on the day)

It's easier to travel by train. If you live in the Network SouthEast area, travel by train and avoid traffic jams and parking problems, jump huge queues and save on admission (Adults £5.95, Under 14's £3.95), when you buy the all in One Day Travelcard/Admission ticket. From any staffed Network SouthEast station.

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SUPERNES

We could say that every game for the best console of all time is fab-o-brill... But we'd be fibbing. So we won't. Instead we'll give you the no-nonsense, down-to-earth, straight-talking low-down on the good, the bad and the ugly in SNES games. Cue SNES Recall...

THE ADDAMS FAMILY Ocean
1 player
Slick platform arcade adventure with moody graphics, heaps of atmosphere and loads of weird creatures. The tough levels are butt-clenchingly frustrating, but it's good looking and one hell of a challenge!
70% (Issue 8)

BATTLE BLAZE Sammy
1 player **£45 (Jap grey import)**
A second-division slugger which looks good but isn't varied enough. Pleasant backdrops, muscley sprites and nice sounds, but a limited number of moves and opponents. Brill to beat up your mates, though!
59% (Issue 8)

BLAZEON Atlas
1 player **£45 (Jap grey import)**
A very sad sideways blaster. For long periods there's no alien in sight, and the scrolling shudders when there's nothing happening! Bland, Lame, Absolutely Zero Entertainment, Overpriced Nob. Yes, that's Blazeon, all right.
59% (Issue 10)

CASTLEVANIA IV Konami
1 player **£45**
Although not much of an improvement on Castlevania 3, this is a pretty fine swing 'n' slice 'em up with loads of different hazards and baddies. It looks like a dream – dark, moody and mystical with bags of atmosphere, and a smashin' soundtrack too. Gameplay is a bit samey, but it's still lots of fun.
74% (Issue 7)

D-FORCE Asmik
1 player **£45 (Jap grey import)**
This standard vertical scroller looks like it was designed on Mario Paint! Apart from a crude Mode 7 feature for high- and low-level flight, it's really got nothing new to offer fire-button freaks. Still, if you're after some classic shoot-'em up action, this might keep you amused for a while.
67% (Issue 10)

DRAGON'S LAIR Elite
1-2 players **£45**
Probably the most tortuous and atmospheric game you'll ever play on the SNES. Lurverly scenery, nice slow 'n' dice action and loads to explore. The 25 levels, complete with pass-codes, present a huge challenge.
93% (Issue 10)

FINAL FIGHT Capcom
1 player **£45**

For a decent, varied, colourful beat 'em up look no further than Final Fight. Sadly, there's no two-player option, which is a downer on a strollin' beat 'em ups aren't much fun on your own. Still, it does partly make up for this with some fab action and wicked backdrops.
78% (Issue 9)

F-ZERO Nintendo
1 player **£40**

This futuristic racing game has to be seen to be believed! The 3D courses move so fast your stomach will be churning. There are 15 courses played over three leagues and the Mode 7 graphics are just phenomenal. It's not strictly a raising simulator, but who cares when it's a heart-pounding high-speed burn up like this? If this superb adrenaline-pumping scorcher isn't in your collection, there's something wrong with you!
91% (Issue 5)

F1 CIRCUS Nichibu
1 player **£50 (Jap import)**
F1 Circus has got all the usual features of a one game – loads of options on the car, all the international circuits and a full championship season, but the viewpoint's too confusing for you to be able to exercise any driving skills.
64% (Issue 10)

JOE 'N' MAC – CAVEMAN NINJA Elite
1-2 players **£50**
A playable prehistoric platformer with some of the snunmiest backdrops and sprites that have appeared on the SNES. Characters are a bit uncontrollable and it's all too easy to complete, but the game holds some nice surprises, and it's great for showing off your little grey box of tricks.
72% (Issue 9)

KING OF THE MONSTERS Takara
1 player **£50 (Jap import)**
This fighting game is like a cross between Godzilla and WWF, with monsters wrestling against an urban backdrop. Sounds fun, but the monsters only have a couple of moves each and the novelty soon wears off.
41% (Issue 10)

KRUSTY'S SUPER FUN HOUSE Konami
1 player **£45**

Although a bit gloomy for a 'Fun House', this is a good-looking and spookily atmospheric puzzler. Gameplay is initially an amusement arcade, trap the rats and try to stay alive! There's a weird mix of puzzles, pie-throwing and platforms, which makes exploring the huge rooms a real hoot!
80% (Issue 8)

LEMMINGS Sunsoft
1 player **£45 (Jap grey import)**
The squillion-year-old classic brings its rodent-rescuing gameplay to the SNES, and it's still fun, frantic, and challenging. It's marred by slowdown, though, and younger players may find the gameplay a bit too cerebral.
81% (Issue 10)

MARIO PAINT Sammy
1 player **£70 (with SNES mouse)**
A very limited art and music package which, with only 16 colours and basic sound FX, fails to exploit the SNES's potential. It's user-friendliness will appeal to younger kids but everyone else will be hugely disappointed.
46% (Issue 10)

MUSYA Datam
1 player **£45 (Jap import)**
This Oriental arcade adventure has some neat touches but it's just not exciting enough. Despite attractive backgrounds, flashy bonuses and weird weapons, it's too ponderous for arcade junkies and too basic for anyone else. Think of a pied 'em up, really.
59% (Issue 8)

PAPERBOY 2 Mindscape
1-2 players **£50**
With confusing perspective, repetitive game-play, and a control problem, this game's also as bad a doing the real thing. It's definitely not going to make any headlines.
32% (Issue 10)

PARODIUS Konami
1 player **£54 (Japanese grey import)**
A fun shoot 'em up with plenty to get your teeth into, but perhaps one more for younger joypad-hooligans. The graphics are great and the guardians are imaginative and well drawn, as is the whole game – although some of it's so cute it'll make you puke!
87% (Issue 9)

PRINCE OF PERSIA Mastya
1 player **£50 (Japanese grey import)**
One of the hardest arcade puzzle games ever devised. Lovely graphics and stunning animation on the main character make it hard to refuse, although control over the Prince could be a bit better. It's tough and so must you be to beat it.
84% (Issue 9)

RANMA Masaya
1-2 players **£50**
Ranma's a nifty best-of-three-rounds beat 'em up which wins no prizes for originality but is good funto plat nevertheless. You've got a fair number of punches and kicks to choose from and some impressive secret moves to discover, but with Street Fighter 2 around there's just no comparison.
67% (Issue 10)

RIVAL TURF Jaleco
1-2 players **£45**
Rival Turf is an excellent two-player stroll 'n' beat 'em up with nifty, fast gameplay, although the fighting action isn't a million miles from that of Double Dragon. It's great for bashin' around with a mate, but unfortunately it ain't particularly thrilling when you're on your lonesome.
70% (Issue 9)

THE ROCKETEER IGS Corp.
1-2 players **£45 (Japanese grey import)**
This looks fairly nice, but it's not at all – it's simplistic, boring and generally bad in every way. The series of mini-games require no skill whatsoever – real hit 'n' hope stuff. A total non-starter of a game that you shouldn't even think about buying.
28% (Issue 7)

RPM RACING Interplay
1-2 players **£40 (US grey import)**
This seems to be more of a touring game than a racer – it's far too slow to get the blood rushing to your head and your fingers twitching. In attempting to be different, it appears to have failed on every count. Being able to build your own tracks is an interesting addition, though.
46% (Issue 9)

SIM CITY Nintendo/Maxis
1 player **£40**

This could quite possibly be the best £40 you'll ever spend! The concept is simple and the looks are basic, but the game is huge and totally absorbing. Basically, you have to design, build and maintain an entire city. It has immense variety and bags of atmosphere. Incredibly addictive, this is one of the best games ever!
94% (Issue 7)

STREET FIGHTER 2 Capcom
1-2 players **£45**
Street Fighter 2 is simply the best coin-op conversion ever! This is an absolutely superb, action-packed beat 'em up with dozens of moves, a host of adversaries and a vast amount of animation. Sound, graphics and gameplay in perfect harmony – and you can play it with a mate as well! What more could you ask for?
94% (Issue 8)

SUPER OFF ROAD Tradewest
2 players **£45 (US grey import)**
This is virtually identical to the NES game, except that the graphics and sounds are marginally better. Apart from the odd ram and samey tracks, it's only really any good playing head-to-head, and even then it can get pretty tedious. (And the NES version has a four-player option!)
53% (Issue 7)

SUPER TENNIS Nintendo
1-2 players **£40**
There has never been such a playable and yet realistic tennis sim as this – on any system. The SNES joypad enables you to access a massive range of moves including lobs, smashes and slices. What's more you can put curve and spin on any of these shots. There are also loads of players to choose from, each with individual characteristics. This is totally superb.
96% (Issue 5)

SUPER PROBOTECTOR Konami
1-2 players **£45**
The guy who wrote this must have been out of his face, cos the nasties in this game are definitely on the weird side! Graphics and sounds are unbelievable, with stunning Mode 7 effects throughout and some massive guardians. The action is varied and the game-play is out of this world. Buy it!
88% (Issue 9)

SUPER R-TYPE Nintendo
1-2 players **£40**
Although let down by jerky scrolling, the graphics here are stunning – real arcade quality, and the sound is superb. But beyond the good looks the gameplay is rather shallow and the action patchy. Also, the lack of restart points is a real pain. Nevertheless, hard-core zap-freaks will get off on the hi-energy action.
71% (Issue 6)

SUPER SMASH TV Acclaim
1-2 players **£45**

Stupendously brutal, thrilling and rock-hard! In many ways this is the ultimate shoot 'em up, with perfect replication of the coin-op's brilliant gameplay. Pure and magnificent, but not for softies!
93% (Issue 8)

SUPER SOCCER Nintendo
1 player **£40**
Excellent 3D visuals, a choice of 16 world-class teams to challenge, and flexible controls make Super Soccer a joy to play. Sadly, the laws of football seem to have been conveniently rewritten, and it's more like kick and scream the park where no one worries about the rules, than professional footy. Still, great fun.
80% (Issue 6)

SUPER TENNIS 1-2 players **£40**
PRO PROBOTECTOR 1-2 players **£45**
SUPER WWF 1-2 players **£50**
Even if you loathe the WWF crew you can't help but be impressed by this. The graphics are gorgeous and the sounds conjure up all the razzmatazz of a night at the wrestling. And unlike previous wrestling games, there are enough moves to ensure you don't get bored.
91% (Issue 6)

TOP GEAR Kemco/Gremlin
1-2 players **£45**
£40

Fast, furious and fun, with exceptional graphics, this is the best two-player racing game, like, ever! You won't find a speedier race 'em up, so you'd better strap yourself in. But be warned, race sim pros – you will beat it.
93% (Issue 9)

TURTLES IN TIME Konami
1 player **£50 (Jap grey import)**
This is good-looking and occasionly quite fun, but it's generally boring and too easy to finish. If you're one of those fulls who collects every piece of Turtles stuff, you'll snap this up, but it's more cow dung than cowabunga.
63% (Issue 10)

UN SQUADRON Capcom
1 player **£50 (Jap grey import)**
Horizontal scrollers don't come much better than this! Feast your eyes on the visuals and scorch your brain on the action – this is an intense blaster with loads of variety.
92% (Issue 10)

XARDION Asmik
1 player **£45 (US grey import)**
63%

Umm, I wonder how many times I'm allowed to use the word 'crap'? Everything about this platform shoot 'em up is naff beyond belief, from the jerky graphics to the appalling sound. Put this one top of your list of 'things I must avoid this week'.
27% (Issue 9)

The TOTAL team's top scoffs

It's 11.45 pm, the mag's two months late and tummy-rumbles have struck your hard-working team. Here's what we choose to stuff ourselves with:

1 Steve's is a Big Mac and fries, man.
2 James adores really smelly pizzas and a pint (or five).
3 Chris – pasta, washed down with a little Italian red(head)
4 Thicky thinks kebabs make him look really cosmopolitan.

TOTAL! SHOPPING SPREE!

No, TOTAL isn't opening a chain of supermarkets! But we have got some fab stuff for you to buy. 'Checkout' the Nintendo-related bargains below!

NUBY SOFT PAK

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TOTAL!

The definitive guide to Nintendo games (and what we think of them)

NES

Here's the scenario: you go down the shops, check out the NES games, but can't decide whether to spend your dosh on Mario 3 or Sword Master. Hmm, it's a difficult one, isn't it? Well, NES Recall just might be able to help you...

4 PLAYER TENNIS Asmik
4 players **£35**
81% (Issue 3)
This is an okay tennis sim with a few new ideas – like the four-player option – but it's ruined by bad controls and iffy gameplay. You've got lots of different shots, but collision detection is awful and playing at the far end of the court is awkward.
52% (Issue 10)

A BOY AND HIS BLOB Nintendo/Absolute Ent'
1 player **£35**
Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
55% (Issue 2)

ADDAMS FAMILY Ocean
1 player **£43**
This film licence is pretty playable at first, with some intriguing but solvable puzzles, but it's marred by poor collision detection, average sound 'n' picies, and a quest you could finish within a week.
55% (Issue 7)

ADVENTURE ISLAND II Hudson Soft
1 player **£43**
Simplistic game that needs more to do and more going on to be any fun. There are loads of levels, but they're all far too basic.
57% (Issue 9)

BATMAN Sunsoft
1 player **£45**

There are five massive levels to this tough platform game, plus over 15 different baddies to batter and loads of things to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.
81% (Issue 1)

BATTLE OF OLYMPUS Nintendo/Imagineer
1 player **£35**
This is a truly engrossing, highly playable quest that offers terrific value for money. Slice 'n' dice action breaks up the adventuring, and there's plenty to discover. Pretty graphics and an enthralling game world. Lovely stuff!
92% (Issue 1)

BAYOU BILLY Konami
1 player **£35**
An atrocious mish-mash of ripped-off game styles that, without exception, do no justice to the source from which they were taken. All in all, this must surely be the worst Zapper game ever created. Basically, Bayou Billy is an embarrassment
22% (Issue 4)

BOULDER DASH First Star Software
1-2 players **£39**
24 levels of brain-busting action await you, as you try to collect loads of diamonds from underground caverns without getting squished by falling boulders. It's addictive, it's challenging and it looks better than ever – wot a classic!
90% (Issue 1)

BUBBLE BOBBLE Taito
1-2 players **£30**
This age-old classic has 226 levels of the most frantic, addictive platform action that your NES can chuck at you. A simultaneous two-player option is the icing on the cake of an almost perfect arcade-to-NES conversion.
80% (Issue 1)

THE BUGS BUNNY BIRTHDAY BLOWOUT Kemco/Seika
1 player **£45**
A platform 'romp' with jerky scrolling, crap graphics, yawnsomely repetitive levels and a bonus game that awards up to 50 extra lives. Oh dear. This is a game with nothing to say for itself, apart from 'don't buy me'.
31% (Issue 4)

CAPTAIN PLANET Mindscape
1 player **£40**
The environment's having a pretty bad time of it. Defeat the polluters using special vehicles and five different superpowers in this scrolling shoot 'em up and maze exploration game with brilliant animation and a varied challenge.
70% (Issue 4)

CAPTAIN SKYHAWK Nintendo/Rare
1 player **£35**
Super-smooth graphics and adrenaline-inducing action combine to make Captain Skyhawk a superb all-round blast 'em up. Each mission features three varied stages, with loads of power-ups.
83% (Issue 1)

CASTELIAN Sales Curve
1 player **£36**

A frustrating but enjoyable platform climb 'em up. It's difficult to get the hang of at first, but when you fail you just want to get back up there and try again.
71% (Issue 8)

CASTLEVANIA Konami
1 player **£30**
This medieval whip 'em up is a big, fun game that's easy to get into, although the gameplay is rather repetitive and restart points are badly placed. If you can ignore these flaws, though, you'll probably get a lot of fun out of this.
71% (Issue 7)

CASTLEVANIA II Konami
1 player **£30**
Although similar in looks to the first game, Castlevania II is actually much more of an adventure game. The graphics and action are repetitive, but there's a lot more to think about in this one, and if you can keep going you'll like it.
83% (Issue 7)

CASTLEVANIA III Konami
1 player **£40**
The best of the NES Castlevania series. A meaty beat 'em up with brilliant graphics and loads of action to get your fangs into. The gameplay can get a bit boring, though.
80% (Issue 7)

CAVEMAN NINJA Elite
1 player **£35**
This game looks good but plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look like one of the best games ever, but it's spoilt by a badly structured difficulty level and enviously repetitive gameplay.
67% (Issue 4)

CHIP 'N' DALE RESCUE RANGERS Capcom
1-2 players **£45**
You can play simultaneously with a friend (which can prove to be a help and a hindrance). Great graphics, great gameplay, great guardians... great fun (if a bit easy)
81% (Issue 4)

DEFENDER OF THE CROWN Falcom/Kixeye
1 player **£40**
You play one of six knights on a quest to become the new monarch – you have to raise armies, then use your cunning and skill to decide who to attack first. It doesn't really cut the mustard, though.
71% (Issue 1)

DIE HARD Activision
1 player **£35**
Die Hard looks a bit tatty, but get past the graphics and you'll find a neat game hidden inside. Realistic and engrossing gameplay makes this a tense, exciting game well worth climbing 35 flights of stairs for.
78% (Issue 7)

DISNEY'S ADVENTURES Capcom
1 player **£43**
Mickey's no Mario in this collection of five badly-done, tiny and boring games with a flimsy Disney connection. It's full of glitches and is too basic even for junior gamers. Well, they say mice like cheese, don't they?
46% (Issue 10)

DRAGON'S LAIR Elite
1 player **£35**
Dragon's Lair features lots of intriguing puzzle elements (unlike the laser disc arcade version). Although it's a bit straightforward, it's a big improvement over the coin-op and the animation (especially on Dirk the hero) is pretty amazing.
83% (Issue 3)

DUCK HUNT Nintendo
1 player **£30**
Duck Hunt is a mildly entertaining Zapper game with two different games included – there's duck shooting and clay pigeon shooting. Fine if you get it free with the Action Set, but don't buy it separately.
43% (Issue 4)

DUCK TALES Capcom
1 player **£45**
If you're a Disney fan then this is the game for you. It's a standard running and jumping game, but very playable, with good animation and groovy characters. Still, there's nothing unusual here – you've probably already got several similar games.
69% (Issue 2)

DIGGER T. ROCK – THE LEGEND OF THE LOST CITY Milton Bradley/Rare
1 player **£35**
This dig 'em up is smoothly presented, with colourful graphics and some slick animation. There's also a lot to explore and discover, but it's dull! The levels are too big and it's ultimately too frustrating.
59% (Issue 1)

DONKEY KONG CLASSICS Nintendo
1 player **£25**
Features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They are almost exactly the same as the arcade originals but both games are looking a bit old.
59% (Issue 5)

F-15 STRIKE EAGLE Microprose
1-2 players **£35**
An above-average flight sim, with all the usual features. Graphics are none too spectacular, though, and neither is the sound. This won't have you hanging out of your seat.
56% (Issue 9)

FERRARI GRAND PRIX CHALLENGE Acclaim
1 player **£40**
With more control, this would be a good buy. Building your own car and a B-button-bashing pit stop are nice ideas, but they don't save the game.
61% (Issue 9)

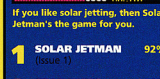
THE FLINTSTONES Taito
1 player **£45**
An initially impressive platformer, with lovely cartoony graphics and some clever obstacles to overcome, but the awful collision detection and a too-fragile Fred will soon get on your nerves.
48% (Issue 10)

GALAXY 5000 Activision
1-2 players **£30**
A futuristic racing game with the added dimension of being able to blast the other racers off the track. It's absorbing enough, but the poor control method is frustrating and limits playability.
52% (Issue 7)

GAUNTLET II Mindscape
1-4 players **£40**

With excellent digitised speech, ultra-smooth scrolling and simultaneous four-player baddie-blasting action, Gauntlet is an almost perfect arcade conversion. And with over 100 levels, it'll last a good while!
88% (Issue 1)

The TOTAL Top Ten NES Blaster Games!



If you like solar jetting, then Solar Jetman's the game for you.

Captain Skyhawk flies another daring mission across the garden.

1	SOLAR JETMAN (Issue 1)	92%	6	CAPTAIN SKYHAWK (Issue 1)	83%
2	STAR WARS (Issue 3)	88%	7	MEGA MAN 2 (Issue 6)	83%
3	GAUNTLET II (Issue 1)	88%	8	SMASH TV (Issue 3)	82%
4	MEGA MAN III (Issue 10)	87%	9	TO THE EARTH (Issue 4)	82%
5	PROBOTECTOR (Issue 5)	85%	10	ROBOCOP 2 (Issue 10)	81%

GHOSTBUSTERS II
HAL Laboratory Inc
1 player **£35**
Some decent graphics and a nice variety of opponents adorn this scrolling blast and suck 'em up, but it's far too easy and goes on a bit. Buy it for your kid brother, maybe.
53% (Issue 5)

GOAL! Jaleco
1-2 players **£40**
It's easy to see why the Yanks are so pathetic at the game. Lousy graphics, abysmal sound effects, slow action, confusing gameplay – Goal! is unrealistic and very frustrating.
39% (Issue 1)

GREMLINS II Sunsoft
1 player **£50**
Fiendishly challenging platform shoot 'em up which is viewed from above. It looks great, plays great, but let's face it, 50 quid is too much.
73% (Issue 5)

GUMSHOE Nintendo
1 player **£30**
This is more like a Mario game than a Zapper one, in which you have to shoot the hero to make him leap over platforms and avoid enemies. Fairly entertaining, but it's a bit too weird
75% (Issue 4)

HOGAN'S ALLEY Nintendo
1 player **£30**
Same sort of point 'n' shoot action as Duck Hunt but this time you're a trained cop who has to hit the targets and avoid shooting any innocent civilians. Good fun but still not enough variety to keep you playing.
64% (Issue 4)

HOOK Ocean
1-2 player **£45**
This is a really neat movie licence, a bit like Star Wars in structure but much sweeter to play (could be a bit faster, though). Lovely retro-scenes music, bright clear graphics, and a real feel for the character.
84% (Issue 6)

HUNT FOR RED OCTOBER
Hi Tech Expressions
1 player **£43**
As a short'em up, Red October is dead in the water. There's lots of underwater weaponry to play around with and loads of enemies, but it's far too slow to be effective. All in all, pretty substandard (oh dear!)
31% (Issue 7)

ISOLATED WARRIOR
Nintendo/Vap Inc.
1 player **£35**

Spooky alien graphics plus loads of power-ups and add-ons give this 3D-ish shoot 'em up bags of atmosphere. The huge levels tend to drag on a bit, and the visuals get a bit flicky at times, but it's fast, furious fun.
72% (Issue 1)

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD
Nintendo/Trade West
1-4 players **£30**
Eight dirt-tracks await you and up to three of your chums for a day of off-road racing, with the tracks viewed from above. It's far too easy, but still great fun with friends.
54% (Issue 1)

JACK NICKLAUS GOLF Konami
1-4 players **£35**
Despite detailed views and loads of features this is spoilt by a very inaccurate putting section and the feeling that the distance of your shot depends on chance. Good but flawed.
57% (Issue 6)

KICKLE CUBICLE Nintendo/Irem
1 player **£30**
An intriguing puzzler which requires brain power and fast reactions. The graphics and sound are great but the challenges are a bit easy. Even the harder levels won't last long.
62% (Issue 4)

KICK OFF Anco
1-2 players **£36**
It's all too beautiful for words. Fast action with plenty of classic footy moves to tax your goal scoring skills. Playable and challenging, this really is a remarkable game!
93% (Issue 4)

KONAMI HYPER SOCCER
Konami
1-2 players **£35**
Fast and exciting, this is a near-perfect adaptation of a pretty impressive arcade game. Simple controls make for instant two-player action, although tactical play is a bit limited and it gets a bit easy once you get the hang of it.
83% (Issue 6)

LITTLE NEMO Capcom
1-2 players **£35**
This fab cartoony arcade adventure looks and sounds great. Don't be fooled by its cuteness, though – it's a real challenge!
94% (Issue 8)

LOW G MAN
Nintendo Taxan Group
1 player **£35**
What can we say? Low G Man has it all! It's all fast 'n' furious with wonderfully vast levels, beautifully drawn graphics and frantic sprite tracks. Huge, playable and ingenious – swoonsome stuff!
95% (Issue 2)

MANIAC MANSION
Jaleco/Lucasfilm Games
1 player **£55**
An ancient menu-driven arcade adventure that has been revamped for the NES. The graphics are humorous, the puzzles are ingenious and you get to control several characters at once.
83% (Issue 3)

MARBLE MADNESS
Milton Bradley/Rare
1-2 players **£40**
What a shame! While this is an excellent conversion of the ageing arcade classic, that's about it! There are only six levels which are all pretty easy. Only real fans will enjoy this.
56% (Issue 2)

MAXIVISION 15 Maxivision
1-2 players **£60**
What a load of rubbish! 15 games in one cartridge may seem tempting, but you won't believe how bad they are. Nine of the games are any good, and some are simply appalling. £60 – what a rip-off!
27% (Issue 10)

MEGA MAN Capcom
1 player **£35**

Tough, merciless and unrelenting. Mega Man is a great platform shoot 'em up, with six incredibly hard levels and no password system. If you've got a low threshold for pain, beware of this one.
68% (Issue 6)

MEGA MAN 2 Capcom
1 player **£45**
Not as fiendishly difficult as Mega Man, and a better game all round. Bright and funny, with flexible game play, meatier monsters, and a much friendlier structure. Megatastic!
83% (Issue 6)

MEGA MAN 3 Nintendo/Capcom
1 player **£40**
An improvement on previous Mega Mans – the difficulty level's about right this time. With decent gameplay, smooth graphics and lots of baddies, this is a very playable platformer.
87% (Issue 10)

MICRO MACHINES
Code Masters/Nintendo
1-2 players **£33**
This miniature racer's fun, fast and fab, with realistic gameplay, wonderfully designed tracks and brilliant handling and cornering. It may be small but it's perfectly formed!
92% (Issue 9)

MISSION IMPOSSIBLE
Palcom
1 player **£40**
Your mission is to wander around foreign cities, doing lots of icy-type things like shooting and forging security passes. If you persevere, there's plenty of fun to be had.
79% (Issue 4)

NES OPEN GOLF Nintendo
1-2 players **£35**
A brill golf sim that doesn't break any new ground, but with loads of features, testing courses and tough opponents it's both fun and authentic.
86% (Issue 10)

NEW ZEALAND STORY Ocean
1 player **£40**
A stunning arcade conversion from Ocean. Tiki Kiwi leaps and flaps around platforms filled with baddies with nasties, and just wait until you see the guardians. Blinkin' fab!
93% (Issue 5)

OPERATION WOLF Taito
1 player **£30**
A crap light-gun game that's too bad for words. The screen flashes horribly when you pull the trigger, making this intensely irritating as well as boring.
36% (Issue 10)

POWER BLADE Taito
1 player **£35**
Despite some rip-roaring sound effects and impressive-looking beasties, this game's a bit of a doddle. You'll get all the way through it in about a week!
49% (Issue 2)

PROBOTECTOR Konami
1-2 players **£35**
Probotector is the NES version of the classic Contra, but with different sprites. Although it's old, it's as frantic a shooter as you could wish for, with more challenges than you could wave an enormous stick at. Excellent!
89% (Issue 6)

RAD RACER Bandai
1 player **£30**
Not a bad effort, but spoilt by average graphics and a very tight time limit. The 3D stuff (and shades) is all not a novelty, but it's too hard and the gameplay is too repetitive.
66% (Issue 9)

RAINBOW ISLANDS Ocean
1-2 player **£40**
Oh my word, Ocean have done it again! Like New Zealand Story they've produced an almost faultless conversion of an all-time favourite platform game, with near perfect gameplay and a brilliantly judged difficulty level. This is absolutely wonderful!
92% (Issue 5)

RESCUE-THE EMBASSY MISSION
Kemco
1 player **£30**
A great idea – you have to manoeuvre SAS men into an embassy besieged by terrorists. Sniping, abseiling, and lots to do-boring, but buy it so it will.
48% (Issue 5)

ROAD FIGHTER Palcom/Konami
1 player **£30**

A very simple game, the kind of thing you'd play in an arcade for old times' sake. It's addictive and fun but looks awful and is far too primitive.
64% (Issue 6)

ROBOCOP Ocean
1 player **£40**
A fun stomp-and-blast 'em up with action and visuals to back it up. But it doesn't leave you wanting more – it's too easy and only the last few levels are going to present any challenge.
79% (Issue 3)

ROBOCOP 2 Ocean
1 player **£40**
A brilliant but flawed platform shooter. The gameplay's wonderful, but infinite continues mean you can finish it in a few days.
78% (Issue 10)

ROLLER GAMES Konami
1 player **£40**
21st century street sport, with a good mixture of hazard-jumping and people-punching to keep you coming back for more. Not brilliant, but it's fun nevertheless.
72% (Issue 2)

SHADOW GATE Kemco
1 player **£50**
Another magical mystery tour to track down evil-doers. There are plenty of places to visit, and the puzzles are pretty tricky. This game would be fun if only you didn't keep dying.
69% (Issue 2)

SHADOW WARRIORS Tecmo
1 player **£35**
The levels are huge and the graphics varied, so it's sad that the frustrating gameplay and awkward controls make this a beat 'em up to avoid – unless you're beat 'em up mad.
47% (Issue 3)

THE SIMPSONS – BART VS THE SPACE MUTANTS Acclaim
1 player **£40**
Bart solves puzzles to collect the everyday objects from five levels of scrolling suburbia. Sampled speech, groovy music and lots of humour. But there's no password system. One for the pros.
75% (Issue 1)

SKATE OR DIE Palcom/Konami
1-2 players **£25**
You can skate, you can die, or you can do neither and spend your cash on something better instead. There are five sub-games, but none of them are very inspiring, while some really are.
52% (Issue 1)

SKI OR DIE Palcom/Konami
1-2 players **£40**
Ever get a sense of déjà vu? Well, Ski Or Die is just like Skate Or Die... with more white in it. Yet more forget-table capers in five snow-capped events. Best for solo players but even then it's incredibly dull.
53% (Issue 2)

SNAKE, RATTLE 'N' ROLL
Nintendo/Rare
1-2 players **£30**
A cracking 3D, scrolly collect 'em up with two slithery snakes, Rattle and Roll. Simultaneous two-player action is the real hook, as the dynamic duo explore 11 levels of the prettiest graphics you ever did see.
90% (Issue 1)

SNAKE'S REVENGE Konami
1 player **£35**
A tricky, Rambo-type mission which is fun to begin with, but soon gets mighty dull. The unoriginal, mazey gameplay is weighed down by really lame combat.
44% (Issue 6)

SMASH T.V. Acclaim
1-4 players **£40**
The impressive thing about this arcade game was the vast number of enemies on screen at once. The NES version has almost as many, making it a really frantic blaster. It might not be quite varied enough for long-term fun, though.
82% (Issue 3)

SOLAR JETMAN - HUNT FOR THE GOLDEN WARSHIP
Nintendo/Rare
1 player **£30**
Below 12 huge levels of alien-blasting, power-up collecting, jetpack thrusting action. A massive task – shooting explore 'em ups don't come much better than this!
92% (Issue 1)

SOLSTICE
Nintendo/Software Creations
1 player **£35**
Solid-smacking graphics and dreamy animation combine to create a 3D fantasy world for you to explore. Over 250 different rooms should interest the attention of your heroic character, Shadax. Solstice is highly playable and just oozes with class!
90% (Issue 1)

STAR WARS JVC/Lucasfilm Games
1 player **£50**
This is mainly a platform shoot 'em up with a few spaceships bits thrown in. The graphics are wonderful and the playability is superb (and you can play as Luke or one of his buddies).
88% (Issue 3)

SUPER MARIO BROS. 2 Nintendo
1 player **£40**
More varied than the first SMB but not as good as SMB3. Not quite the Mario we all know and love, but the collection wouldn't be complete without it.
79% (Issue 5)

SUPER MARIO BROS. 3 Nintendo
1-2 players **£40**

If you haven't got this one yet, throw a tantrum, go mental, get a job – just do anything to get it in your collection. It's Pippin' gorgeous!
98% (Issue 1)

SWORDS & SERPENTS Acclaim
1-4 players **£35**
Adventuring for four people. Choose your own party of adventurers and head off to the dungeons to slay the evil serpent. A great role-player.
82% (Issue 2)

SWORD MASTER Activision
1 player **£40**
This may not be the most boring game ever on the NES... Actually, it probably is. Although the scenery is pretty, this contains the most simplistic, repetitive gameplay you'll ever see on your NES.
22% (Issue 7)

TERMINATOR 2 LJN Ltd
1 player **£40**
An okay little game which sticks close to the movie plot. Mostly platform beat 'em up action, but there's also a motorcycling section to break up the boredom a bit.
74% (Issue 3)

TIME LORD Milton Bradley/Rare
1 player **£35**
Five levels of puzzle-solving, time-travelling tedium. There's the odd neat idea but the game is just together sooo badly. How shall we put it? Blinkin' awful!
43% (Issue 1)

TOP GUN – THE SECOND MISSION Konami
1-2 players **£40**
Jump in the hot seat of an F-14 Tomcat for a very, very tough flight. It starts amazingly fast, ittomatic-churning visuals but it's too hard to be much fun.
66% (Issue 1)

TINY TOON ADVENTURES
Konami
1 player **£40**

A brilliant conversion which is even more fun than watching the cartoons on which it's based. Lovely, playable and pretty – what more could you ask for? Um, apart from a few more restart points perhaps?
88% (Issue 9)

TO THE EARTH Nintendo
1 player **£30**
A proper 3D shoot 'em up in every sense of the word, except that it uses a Zapper. There are waves of aliens, end-of-level guardians and power-ups. This is without doubt the best Zapper game available.
82% (Issue 4)

TRACK AND FIELD II Konami
1-2 players **£35**
Some complicated button-bashing sports sim. If you like them, you'll like it. If you don't, you won't. There's some interesting events but otherwise the game's a bit of a non-event.
54% (Issue 9)

TROG Acclaim
1-2 players **£30**
Trog is a 50-level maze game in which you run around the screen collecting eggs before the hungry cavemen eat you. The game looks great and plays pretty well, but it's not difficult enough. Short term fun only.
67% (Issue 3)

TURBO RACING Data East
1-4 players **£30**
A nice-looking and smooth-playing racer. Good graphics and there's plenty to do but it's very interested. Customised cars are a nice extra. Although it's a bit simple, it should keep you going for a while.
81% (Issue 9)

TURTLES 2 Konami
1-2 player **£40**
A pretty faithful copy of the coin-op, with lots of action and all the original touches, but it's too repetitive, slow-paced and unexciting. It's a bit more playable in two-player mode – but not for long.
66% (Issue 6)

WWF WRESTLE MANIA – CHALLENGE Ljn/Rare
1-2 players **£35**
Who needs a Hulk Hogan fan? They say may think this is for you, but wait – underneath it all, it's a pretty lightweight. It's easy, repetitive and graphically tame. Even the most hard-core WWF fan will soon get bored.
30% (Issue 6)

THE LEGEND OF ZELDA – A LINK TO THE PAST Nintendo
1 player **£40**
In this old but challenging role-player you have to defeat the evil Ganon and help to put the fragments of The Triforce. The quest is vast but do-able, and the task really holds your interest. Graphics and sound are looking a bit dated now, but it's a classic!
78% (Issue 2)

ZELDA 2 – THE ADVENTURE OF LINK Nintendo
1 player **£40**
Zelda I was a pretty hard arse RPG follow, but Ocean at its flave Zelda II manages to be just that little bit better. The graphics are a bit crude, but there's plenty of action and tantalising clues. There's more variety than the original Zelda, and the quest is even deeper!
82% (Issue 2)

What do you know about your Nintendo gear?

So, how did you do in last month's quiz? Did we weed out any closet Sega fans, or an alien or two? This month's quiz may be more intellectual, but it's still all for fun. Just answer these questions and then find out how much you *really* know about Nintendo by checking your answers against the ones on page 127.

What is Nintendo Japanese for?
a) What's for tea, mum?
b) Work hard.
c) Sega who?
d) No competition.

What processor is in the Game Boy?
a) Intel 386 – SX.
b) Modified Z80.
c) NICAM stereo interplexer.
d) Exclusive NOR gate.

What does PAL stand for?
a) Healthier dogs.
b) Peripheral Adaptor Lead.
c) Percy Atkinson Laser.
d) Phase Alternate Line.

What's Mario's job when he's not Bowser-bashing?
a) Plumber.
b) Electrician.
c) Estate Agent.
d) French tutor.

Who designed Mario?
a) Edmond Honda.
b) Shigeru Miyamoto.
c) Chow Mein.
d) Dan Dare.

How does a light-gun work?
a) It blasts a positronic beam at the TV.
b) By going click when you pull the trigger.
c) It spots the phosphor dot on the TV
d) Who cares?

Well, go on, then – off to page 127!

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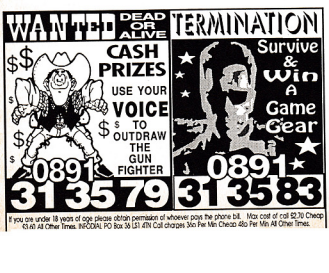
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GAME BOY

Oh God – we're supposed to write another immensely long intro explaining why TOTAL Recall is an absolutely indispensible buyer's guide and how it can save you time AND money when it comes to buying GB games. Well, sorry, but we're not going to do it.

ADDAMS FAMILY Ocean
1 player **£25**

Not as involving, pretty or playable as the NES game, although more of a challenge. Big sprites, but it's all a bit plain. More pukey than oaky.
52% (Issue 7)

ADVENTURE ISLAND Hudson Soft
1 player **£25**
This has the makings of a good game – loads of levels and smooth graphics. Trouble is, the gameplay's completely lame. Not much of an adventure.
56% (Issue 9)

ASTEROIDS Accolade
1-2 players **£22**
Those old enough to remember this arcade classic shouldn't get too excited. Rock blasting just isn't the same on the Game Boy.
55% (Issue 5)

THE AMAZING SPIDERMAN Sunsoft
1 player **£25**

Ol' Spidey's back in town and determined to get long-time squeeze Mary Jane back from the grasp of the evil Venom. Lots of web-throwing and beat 'em up sequences make this fun, especially if you're a Spidey fan.
68% (Issue 3)

BALLOON KID Sunsoft
1 player **£25**
A cutesy little adventure involving a balloon chase. Alice has to rescue her dippy bruv who's drifted off attached to the end of a string of balloons. Excellent hazard-dodging fun.
76% (Issue 3)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY Acclaim
1 player **£25**
This is similar to the NES version in style, but the challenge is different and the graphics are, if anything, better. Nicely structured gameplay and heaps of challenge. Wow!
92% (Issue 4)

BATMAN Sunsoft
1 player **£25**
This tricky platform shoot 'em up isn't a million miles from Marioland. The graphics are small scale but it moves well, and with trigger-tapping action like this you won't go far wrong.
80% (Issue 1)

BATMAN 2 Sunsoft
1 player **£25**
Batty's second Game Boy adventure only has four levels, but they're tough! Glorious graphics and groovy sounds are the icing on the cake.
86% (Issue 10)

BILL AND TED'S EXCELLENT GAMEBOY ADVENTURE Sunsoft
1 player **£25**
Okay, most bodacious gamers, we strongly recommend you rush straight out to your local game shop and buy this excellent pak! Agreed, there's not much Bill and Tedness here, but who cares? It's brilliant!
91% (Issue 3)

BLADES OF STEEL Palcom
1-2 players **£25**
Disappointing version of a great game. It plays as well as the NES version, but isn't really designed to be played on a Game Boy screen.
60% (Issue 6)

BLUES BROTHERS Titus
1 player **£28**
A tough, maze-style platformer with big and varied levels. Although the graphics are a bit slow and confusing at times, they're not bad enough to destroy the gameplay.
74% (Issue 10)

BOULDER DASH Sunsoft
1 player **£25**
A cracking version of this popular collect 'em up. Lots of tough screens, well designed difficulty levels plus superb graphics. If you've never played it before, you're in for a treat!
89% (Issue 3)

BOXXLE FCI/Pony Canyon
1 player **£25**

A quite excellent puzzle game. It looks simple enough and is easy to pick up, but the 108 levels just get harder and harder. If you like puzzles, this is one of the toughest.
69% (Issue 9)

BOXXLE 2 FCI/Pony Canyon
1 player **£25**
Boxxle 2 may not be incredibly exciting to look at, but with over 120 levels of brain-melting punishment it's sheer hell to play! The gameplay's simple but engrossing – you won't find much more refined puzzlesolving than this!
79% (Issue 10)

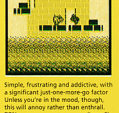
BUBBLE BOBBLE Taito
1 player **£25**
Terrifically addictive coin-op platform action, with over 200 levels and an extremely clever graphics. However, despite some mean bosses, passcodes for each level mean you could finish it in a day.
68% (Issue 6)

BUGS BUNNY Kemco
1 player **£20**
Bugs has to collect all the carrots on the 80 levels in order to rescue girlfriend Hunny Bunny. The animation is gorgeous and there's a neat password system, but unfortunately, level 80 is pretty much the same as level one.
43% (Issue 1)

BURAI FIGHTER Nintendo
1-2 players **£22**
This beautifully structured eight-way scrolling shoot 'em up has loads of neat power-ups and three difficulty levels. With an excellent variety of challenges, it'll last a good while.
84% (Issue 4)

BURGER TIME DELUXE Data East
1-2 players **£25**
Possibly a bit simple, but still an addictive and original platformer, perfectly suited to the Game Boy. The passcodes and continues make it rather easy to finish, but you'll still keep going back to it.
71% (Issue 8)

CASTELIAN The Sales Curve
1 player **£25**



Simple, frustrating and addictive, with a significant just-one-more-go factor. Unless you're in the mood, though, this will annoy rather than enthrall.
75% (Issue 8)

CAESAR'S PALACE Ocean
1 player **£25**
Although this has five games included, none of them requires enough skill to keep you interested.
60% (Issue 6)

CASTLEVANIA ADVENTURE Konami
1 player **£25**
Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready folks, it's vampire-hunting time! With gorgeous graphics and sprite animation, and detailed backdrops, this is a real treat.
89% (Issue 1)

CASTLEVANIA II Konami
1 player **£25**
Yes, this is the sequel to the above, but with a few of the gripes ironed out. The levels are massive (although not brilliantly original) and it's great fun, with oodles of atmosphere. A classy game and no mistake!
90% (Issue 5)

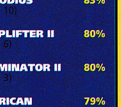
CENTIPEDE Accolade
1-2 players **£25**
A pretty good conversion of the arcade classic which is fun to zap away at now and again. It's pretty basic and there's not a lot of variety, but it's tough and addictive, with bags of nostalgia value.
68% (Issue 5)

CHOPLIFTER II JVC
1 player **£25**
Choplifter is a very involved game with lots of levels and a brilliantly pitched difficulty level. Although the graphics are rather unimpressive and lacking in variety, this is a huge challenge and is great fun to play – you'll want to play it over and over!
80% (Issue 6)

THE CHESS MASTER Software Toolworks
1-2 players **(DELETED)**
If you can find a copy, snap it up. This is the chess opponent you've always wanted. He's polite, well-spoken (it has digitised speech) and plays a mean game. This is the only chess game you'll ever need!
90% (Issue 1)

DAEDALIAN OPUS Nintendo
1 player **£25**
Fitting irregular-shaped tiles into a box and doing it all against the clock is very challenging, but is it really all that interesting? Well no, not really. This game is incredibly boring after only a short time and is one for puzzle freaks only.
45% (Issue 5)

DAYS OF THUNDER Mindscape
1 player **£25**



This is a huge improvement on the NES version. It features smooth(ish) vector graphics, some pretty good sound effects, and winning will take lots and lots of practice. Trouble is, it ain't that fast and furious, so only confirmed racing fans will find much here to keep them going.
73% (Issue 4)

DOUBLE DRAGON 2 Acclaim
1-2 players **£25**
If you're bored with straightforward beat 'em ups, then give this a miss. If not, it's slick enough to keep you amused for ages. A suitably good follow-up to the original.
77% (Issue 4)

DRAGON'S LAIR Elite
1 player **£25**

Dragon's Lair features some of the best Game Boy graphics you'll ever see, although the detail makes them hard to make out at times. This brilliant platform puzzler is incredibly hard but still dead playable.
79% (Issue 3)

DR FRANKEN Elite
1 player **£25**
Highly detailed with very little blur, Dr Franken sets the standard for Game Boy graphics. This beautiful platform adventure with gameplay to match takes place in an enormous castle over 200 screens, although with passcodes it's challenging rather than daunting). Flippin' brilliant!
91% (Issue 5)

DR MARIO Nintendo
1-2 players **£22**
Forget the Super Mario connection – he's here in name alone. Dr Mario chucks coloured pills into a jar and you have to line 'em up. Pretty dull, I'm afraid.
64% (Issue 1)

DUCK TALES Nintendo
1 player **£25**

Why pay the earth for Duck Tales on the NES when the Game Boy version is not only better but also cheaper? Scrooge McDuck comes up trumps in this platform arcade adventure with loads of places to go and heaps of things to collect.
78% (Issue 2)

DYNA BLASTER Nintendo/Hudson Soft
1-2 players **£25**
A spanking new rendition of the million-year-old classic. Run around the maze, drop bombs, avoid the baddies – all that sort of stuff. It sounds deathly dull, but it's actually rather fab – and fiendishly difficult!
93% (Issue 2)

F-1 RACE Nintendo
1-4 players **£30**
Vroom! Vroom! Get your motor running and carry on where Nigel Mansell left off. With loads of courses, a four-player link-up and fast graphics, F-1 Race is a real cracker of a race 'em up.
88% (Issue 1)

FACEBALL 2000 Bullet Proof Software
1-4 players **£25**
This 3D maze-type shoot 'em up has two different combat arenas and the option for a four-player head-to-head battle. Graphically fab and hugely playable too.
93% (Issue 5)

Oi! Get on with some work!

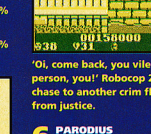
These are the GB, NES and SNES games the TOTAL team thought were the bee's knees this month. Or the gnat's elbows, depending on your preference.

Chris Pilotwings (SNES)
Elite (NES)
Parasol Stars (GB)
James Zelda III (SNES)
Lemmings (NES)
Parasol Stars (GB)
Andy Super Ghouls and Ghosts (SNES)
Elite (NES)
Battletoads (GB)
Steve Pilotwings (SNES)
Lemmings (NES)
Battletoads (GB)

The TOTAL Top Ten GB Blaster Games!

These are the ten top-scoring blasters in TOTAL reviews. Next month we'll be featuring our top ten, er, something else.

1 **PROBOTECTOR** (Issue 8) **92%**
2 **NEMESIS** (Issue 2) **92%**
3 **ROBOCOP 2** (Issue 6) **86%**
4 **R-TYPE** (Issue 1) **86%**
5 **BURAI FIGHTER** (Issue 1) **84%**



'Oi, come back, you vile bad-person, you!' Robocop 2 gives chase to another crim fleeing from justice.

6 **PARODIUS** (Issue 5) **83%**
7 **CHOPLIFTER II** (Issue 6) **80%**
8 **TERMINATOR II** (Issue 2) **80%**
9 **TURRICAN** (Issue 5) **79%**
10 **NAVY SEALS** (Issue 2) **79%**

Here, kitty, kitty, kitty! BANG! Yes, in Parodius you get to shoot fluffy kittens with a clear conscience.

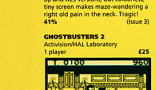
FORTIFIED ZONE Jaleco
1 player **£25**
This mazey blaster seems entertaining at first but there are just four short levels and only the last one puts up any sort of challenge. This isn't much fun at all.
68% (issue 4)

FORTRESS OF FEAR Acclaim/Rare
1 player **£20**
The latest instalment of the Wizards And Warriors series, but this time it's in the shape of a platform cohen 'em up. The gameplay is pretty darn good, but the lack of a password option is a definite drawback, especially in a game of this size.
84% (issue 2)

GARGOYLE'S QUEST Sunsoft
1 player **£25**
As well as nifty jumping-and-blasting gameplay, there's a role-play element here, so you have to use your brain as well as your reflexes.
76% (issue 3)

GAUNTLET 2 Mindscape
1-2 players **£20**
This may be a neat copy of the coin-op and NES versions, but colourless, tiny screen makes maze-wandering a right old pain in the neck. Tragic!
41% (issue 3)

GHOSTBUSTERS 2
Activision/HAL Laboratory
1 player **£25**



You have to control two 'busters as they wander around a series of haunted houses, freezing and collecting ghosts. The gameplay is really slick, and controlling two characters at once makes it different and very challenging. Busting does indeed make you feel good.
85% (issue 4)

GOLF Nintendo
1-2 players
Everyone likes to play a round every now and again, and this game contains no less than 36 holes to negotiate. Everything you could ask for is here, including two-player link-up and a brilliant battery back-up so you can stop for tee.
92% (issue 1)

GREMLINS 2 Sunsoft
1 player **£25**
Loads of fun as you guide Gizmo through level after level of platforms and traps. It's tough, but well worth the eggro.
82% (issue 2)

HAL WRESTLING Hal America
1 player **£15 (US import)**
Hmm... a wrestling game in which you can't tell the fighters apart. Add to that the limited moves and bland graphics, and this is pretty duff.
28% (issue 10)

HOME ALONE THQ Inc
1 player **£25**
How much fun can you have wandering around an almost empty house, bashing a burglar every half an hour? None, that's how much.
38% (issue 4)

HOOK Ocean
1-2 players **£25**
This is almost identical to the NES version. The graphics are a bit too detailed for the Game Boy to handle, but never mind, because they're fast and smooth, and the gameplay is excellent. It's lots of fun, and there's a two-player mode too.
88% (issue 7)

HUDSON HAWK Sony Imagesoft
1 player **£29 (US import)**
Pay-old Bruce Willis stars in yet another turkey. Not only is Hudson Hawk basic, but it's also incredibly easy. You'll only get an hour's play out of it, tops.
35% (issue 10)

HUNT FOR RED OCTOBER High Tech Expressions
1-2 players **£25**
There are loads of levels in this under-water shoot 'em up, but they're all very similar and bear no resemblance to the film. Dull as ditchwater.
40% (issue 5)

HYPER LODE RUNNER Nintendo
1-2 players **£25**
A classically simple platform game that'll keep you up into the small hours. Sad graphics, but the playability is huge.
84% (issue 2)

ISHIDO Nexoft
1-2 players **£20**
This is a tarted-up Game Boy version of a rather ancient and puzzling board game. The tile-placing gameplay is great fun to begin with, but there's not quite enough variety in there and it won't keep you amused for very long.
60% (issue 5)

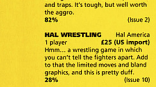
KILLER TOMATOES T-HQ Inc.
1 player **£25**
A silly scenario but quite a fab game. The levels are long, with loads of hidden secret rooms, oodles of action, and a last boss that will have you scrolling your hair out. Unfortunately, the slowdown ruins it a bit.
76% (issue 9)

KING OF THE ZOO Nintendo
1-2 players **£20**
This whacky ball-rolling bash 'em up is an entertaining romp with cute graphics and masses of playability. Simple but fun.
87% (issue 1)

KWIRK Acclaim
1-2 players **£20**
Guide Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly complicated mazes. The puzzles are frustratingly fiendish but it's so playable it'll keep you battling away for months on end.
78% (issue 1)

MARBLE MADNESS Mindscape
1-2 players **£25**
Graphically great and very playable, but this is a cut down version of the original. If you like computer puzzle games within a day then this is one for you, but it's really showing its age quite badly now.
70% (issue 4)

MERCENARY FORCE Nintendo
1 player **£25**



A tough but rather tedious scrolly Jeffy-righty sort of game. Controlling a whole band of fighters is different, but it doesn't provide too big a target for the baddies to shoot at.
50% (issue 9)

METROID 2 Nintendo
1 player **£25**
Big, bad, and not that beautiful. Metroid II is a massive challenge, but with a spread action means it's too bland for most gamers to enjoy. It should have gone on a diet.
66% (issue 8)

MICKEY'S DANGEROUS CHASE Capcom
1 player **£25**
A non-eventful, sad excuse for a platformer. With bland early stages, it only becomes worth playing towards the end. You'd have expected more from a star like Mickey.
38% (issue 9)

MISSILE COMMAND Accolade
1-2 players **£25**
This could've been a big hit on the Nintendo, but poor control and lame visuals means that the Game Boy version of Missile Command falls well short of the target.
49% (issue 7)

MOTOCROSS MANIACS Palcom
1-2 players **£20**
Fast 'n' furious action with loads of obstacle-packed courses make this race 'em up totally addictive. Although the graphics could be a bit meatier, this is a perfect game for your little hand-held.
91% (issue 7)

MR DO Ocean
1 player **£22**
An almost perfect conversion from ye olde eight-bits. With addictive gameplay and detailed, clear looks, this is maze-munching at its best.
80% (issue 10)

NAIL 'N' SCALE Data East
1 player **£26**
If you've been waiting all your life for a game about nailing 'n' scaling, you'll be a bit miffed that this block-smashing maze'r a pile of guff.
32% (issue 10)

NAVY SEALS Ocean
1 player **£25**
A run along and shoot 'em up mission, with a bit of leaping around platforms as well. Big and bold characters and good blasting gameplay.
79% (issue 2)

NEMESIS Konami
1 player **£25**

You may know this as Gradius, but whatever you call it, it's a wonderful shoot 'em up. If you like classy blasters then add this to your collection now.
92% (issue 2)

NINTENDO WORLD CUP Nintendo
1-2 players **£20**
More oddball than football. The graphics are, er, interesting but the gameplay is lacking in excitement. You'd be better off buying Kick Off.
64% (issue 1)

OTHELLO Nintendo
1-2 players **£20**
Othello fans will never need partners again – this has got four inside!
Othello duels down a 1000-year-old game and brings it bang up to date.
92% (issue 2)

PACMAN Namco
1 player **£25**
The Grandaddy of video games is showing his age a bit now. With basic gameplay, a single maze and fiddly control, this Game Boy version of the classic maze-muncher is one for nostalgia freaks only.
51% (issue 7)

PAPERBOY Mindscape
1 player **£20**
Deliver papers and dodge angry customers, loony skateboarders etc. This game has a bit of fans. Dunno why – it's as dull as the Sunday Times.
51% (issue 3)

PAPERBOY 2 Mindscape
1 player **£25**
There's nothing strikingly wrong with Paperboy 2, but there's nothing brilliant about it either. You'll play it over and then forget about it.
Remarkably unremarkable.
50% (issue 10)

PARODIUS Palcom
1-2 players **£25**
That whacky parody of Gradius is a standard shooter at heart, but it looks fab and is plenty of fun. It's a game about the infinite continues, but this ain't the sort you'll still a real blast!
83% (issue 10)

PIT FIGHTER T.HQ
£30 (US import)
Hmm. With a huge 50 opponents and three pitfighters who all look as identical as each other to choose from, this game is truly PIT/ful.
25% (issue 10)

PRINCE OF PERSIA Virgin
1 player **£20**
This game's a bit superficial, really – nice to look at but not an awful lot beneath the surface. Still, with ace animation and big, beautifully designed levels, it's great fun to play.
83% (issue 8)

PROBOTECTOR Konami
1 player **£20**
Would-be Arnies won't find a more intense Game Boy blaster than this. Two styles of gunplay and some meaty enemies make it a real smasher – but it's not for grannies or anyone with weak constitutions!
92% (issue 8)

Q*BERT Jaleco
1 player **£25**
Okay, this platform puzzler's a bit of an oldie, but the gameplay is timeless and incredibly addictive, and with the neat little extras that have been added, this will delight Game Boy owners everywhere.
80% (issue 7)

QIX Nintendo
1-2 players **£20**
This version is a faithful reproduction of the steam-driven original. Guide a ship around the screen filling it up as you go. Very unusual and extremely playable, but a bit lacking in variety.
81% (issue 1)

RADAR MISSION Nintendo
1-2 players **£20**
There's really not much you can say about this. It's just like the old pen 'n' paper war game, Battleship. Hmmm. Hardly the most exciting game Game Boy game ever.
59% (issue 3)

THE RESCUE OF PRINCESS BLOBETTE Nintendo
1 player **£25**
Poor old Boy and his Blob turn up again on the Game Boy and, to be honest, it's as dull as the NES version. Same old aimless wandering... yawn!
50% (issue 2)

REVENGE OF THE GATOR HAL Laboratory Inc.
1-2 players **£20**
Pinball wizards won't find a better simulation than this. Ultra-smooth graphics and a whole arcade's worth of flippers and features crammed on to one four-screen 'table'.
90% (issue 1)

ROBOCOP Ocean
1 player **£25**
Robocop is entertaining enough and has Game Boy-ified rather tougher than Robo's metallic skin, but it's too slow-moving to be brilliant. It's good-looking, but that doesn't quite make up for the annoying gameplay.
74% (issue 1)

ROBOCOP 2 Ocean
1 player **£25**
Robocop's return to the Game Boy hasn't particularly original, but with pretty graphics, great tunes, and some nifty sub-games, it's still enjoyable to play. With infinite continues you could finish it too quickly, though.
86% (issue 10)

R-TYPE Nintendo/Irem
1 player **£20**
One of the all-time classic shoot 'em ups, with plenty of frantic blasting and powerful weapons. R-Type fans won't find anything new in the Game Boy conversion, but if you've been starved of blasting action, this'll provide a filling meal.
91% (issue 1)

SIDE POCKET Data East
1-2 players **£25**
Affectionados of real pool will be rather miffed about this. The two-player option is all right, but American rules and the lack of a computer opponent make it a bit disappointing. It ain't really pool.
59% (issue 1)

SKATE OR DIE BAD 'N' RAD! Konami
1 player **£25**
Oh no, not that boring old NES game! Well, no, because for once the Game Boy version is sufficiently different to the original to make it a rather fab game.
76% (issue 2)

SNEAKY SNAKES Tradewest
1-2 players **£25**
This is the 2D version of Snake Rattle 'n' Roll, but it's nowhere near as good as the NES. The lack of a third dimension makes it dull and not a little frustrating.
54% (issue 4)

SNOOPY'S MAGIC SHOW Kemco
1-2 players **£25**
This cute, simple graphics, this is a great game for playing on the move. However, the password system makes it too easy to finish.
71% (issue 7)

SOLAR STRIKER Nintendo
1 player **£20**
Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but it's still good fun.
72% (issue 1)

SOLOMON'S CLUB Tecmo
1 player **£25**
Stunning puzzle game featuring the best elements of a variety of game styles. Brainbows and arcade fans alike will go wild. Join the Club!!
93% (issue 7)

STAR SAVER Taito
1 player **£25**
Dull, dull, dull. A tedious little game with weedy visuals, formulaic gameplay and a lifespan bordering on the nonexistent. Don't waste your money.
34% (issue 7)

STAR TREK Ultra Games
1 player **£29**
Although Star Trek's got two different game styles, they're unfortunately both too basic and bland to be interesting. It looks and feels fairly Trekkie, but if you're not a big fan of Kirk and Co. it's not really going to live long and prosper.
57% (issue 10)

SUPER HUNCHBACK Ocean
1 player **£29**
With dreamy platform gameplay, hidden levels and loads of clever extras, Super Hunchback is simply ace! Add brilliant animation and some damn fine graphics, and this is one of the best platformers you'll find on the Game Boy!
95% (issue 7)

SUPER KICK OFF Anco
1 player **£25**
This is quite simply the best footy game for the GB. Despite the fact that the makers shot themselves in the foot by omitting a two-player mode, the computer is a tough opponent, and the pace of play is quite awesome.
77% (issue 6)

SUPER RC PRO-AM Nintendo/Rare
1-4 players **£25**
Let's get this straight: this game simulates simulated racing, yes? Hmm. With huge tracks and weapons options it's good fun for one player but if you're on your own it can get a bit tiresome.
87% (issue 1)

SUPER MARIO LAND Nintendo
1 player **£20**

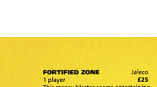
Well, what can we say about the Game Boy game which puts almost every other in the shade? Super Mario Land is an absolutely cracking play, with all the secrets, hidden goodies, playability and sheer class of its full-size counterparts on the NES.
94% (issue 1)

TENNIS Nintendo
1-2 players **£20**
If you like tennis, this is definitely a Gamepak for you!! Control is superb, with a range of shots made with a flick of the joypad. The graphics are perfect and it plays so well you may never want to pick up a racquet again. Ace!
95% (issue 1)

TERMINATOR 2 Acclaim
1-2 players **£20**
This Game Boy movie licence takes all the best bits from the film, cuts out all the boring bits and even puts in a few snippets which the makers of the film left out! A load of ace graphics and nifty graphics which are different on each level. It's a shame all film tie-ins aren't as slick as this!
80% (issue 3)

TINY TOON ADVENTURES Konami
1 player **£20**
This is an extremely playable bounce and bash platformer, with some of the most graphically attractive levels you'll ever have the privilege of seeing on the Game Boy. Although the wordy bits slow the flow down, it's still smashing!
89% (issue 9)

TRACK MEET Interplay
1 player **£28**



A well designed athletics simulation which has nothing really new to offer but is still fun to play. Be warned, though – with all the frantic button-bashing, your Gameboy may get knackered before you do!
64% (issue 9)

TRAX Hal Laboratory
1 player **£22**
It has you play a cuddly little tank who can rotate his gun in eight directions and move it vertically and horizontally. You have to blast your way through four levels, picking up weapons and killing guardians. Sadly, it's almost totally devoid of action.
32% (issue 10)

TURTLES (FALL OF THE FOOT CLAN) Konami
1 player **£25**
This is a cracking beat 'em up, especially for Turtles fans. An amazing screen allows you to play on any level, which spoils the element of discovery, but play it properly and you'll be well and truly hooked.
91% (issue 1)

TURTLES 2 (BACK FROM THE SEWERS) Konami
1 player **£25**
This is a fine sequel to the very-playable first Turtles game, with the same frantic action, but with more variety and a tougher mission. Well worth buying.
84% (issue 6)

TURRICAN Accolade
1 player **£25**
This is a massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen of the NES but it suffers a bit on the Game Boy. It's still pretty slick though, and definitely worth a bash.
79% (issue 5)

WORLD CIRCUIT SERIES Konami
1-4 players **£25**
A good, playable Grand Prix sim, but it's just a bit too hard to be fun. Nobody drivers should stick to the country roads, but prospective kings of the road might be foolhardy enough to go for a burn on the incredibly tough Formula One tracks.
75% (issue 9)

WWF SUPERSTARS Ljn Ltd
1-2 players **£25**

The graphics are big and beautiful and there are heaps of neat wrestling moves, but this is far too easy. The two-player mode is pretty good fun, but for those who don't enjoy passing interest in the WWF, the gameplay won't be strong enough to thrill you.
49% (issue 4)

Only TOTAL has the answers!

Okay, time to sort out the, Nintendo gurus from the, er, gherkins. For every correct answer give yourself 10 points, then tot up your marks and see what category you belong in:

1 b) 2 b) 3 d) 4 d) 5 b) 6 c)

0 – 30 points: Ah, haven't really woken up yet, have we? To the pickling jar with you, I think – you're a gherkin and no mistake!

40 – 60 points: Wow, you really know your stuff! Give yourself a hearty slap on the back and a huge slice of mother's chocolate cake. Consider yourself an official Nintendo genius!

70 points: Ha! Caught you again, Mr Alien – there are only six questions!

Don't worry, gherkins, there'll be another quiz next month, when you'll have a chance to redeem yourselves.

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Don't miss out on our Street Fighter 2 special! If you're into Nintendo you gotta get into this! Plus TOTAL shades!

ISSUE 9
TOTAL's racing spesh! Micro Machines, Top Gear and, er... Prince of Persia! And loads more stuff! Vroom!

ISSUE 10
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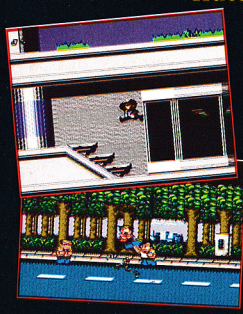
NEXT MONTH

Next month, TOTAL will be on sale at all good newsagents from Thursday 19th of November. So come hell or high water, don't miss it because...

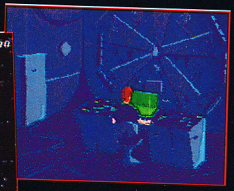


... On Game Boy

It would be fab if we could take a look at Ultima – Runes Of Virtue, Spiderman 2, Bart vs The Juggernauts, Nemesis 2, Kirby's Dreamland and loads more!

... And on the NES

We really want to review Blues Brothers, Street Gangs, Fantastic Adventures Of Dizzy, Batman Return Of The Joker, Talespin, North And South and more!



... Also on the SNES

And we just can't wait to get out hands on Actraiser, Out Of This World, Spiderman And The X-Men, Robocop 3, Kick Off, Populous, Bart's Nightmare and, star of the show, Super Star Wars! May the Force be with us.

Plus! The best TOTAL ever – even bigger and badder than this issue! TOTAL 12 – on sale Thursday 19th November. (Look for the mag with Luke Skywalker's X-Wing on the cover!)

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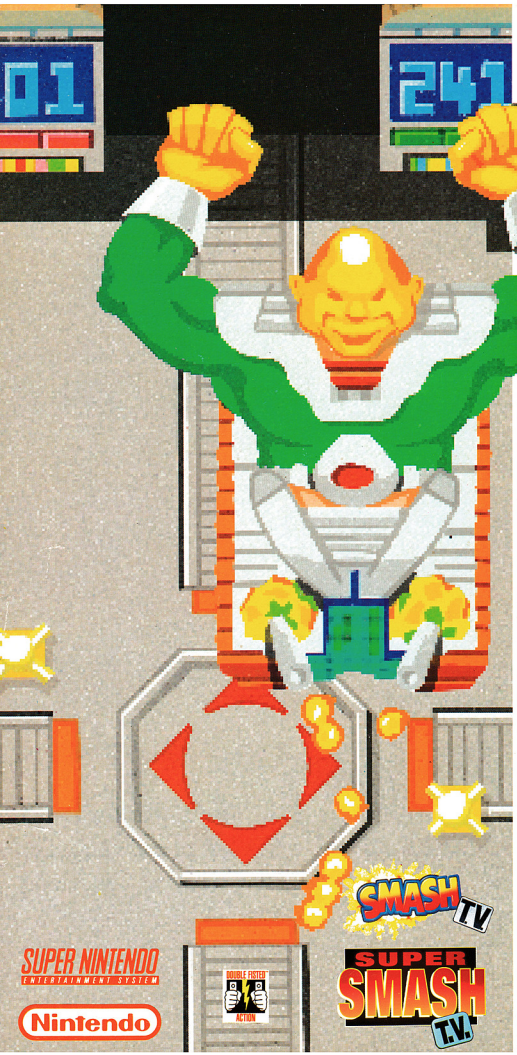

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PRELIMINARY VERSION

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WE ARE A SMALL GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.
OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING AND RESTORING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY SELECT ARTICLES DIRECTLY ON THE SITE AND ON TWITTER, WE ALSO CREATE CBZ FILES,
SUCH AS THE ONE YOU ARE LOOKING AT RIGHT NOW.
THESE CBZ FILS FEATURE THE COMPLETE MAGAZINES FROM START TO FINISH.
THIS GIVE US THE BENEFIT OF CREATING MUCH HIGHER RESOLUTION VERSIONS THAN WHAT IS FEASIBLE ON A WEBSITE.
THIS WAY, ANYONE WHO IS BUT A FEW-CLICK AWAY WILL BE ABLE TO ENJOY THESE CLASSIC MAGAZINES ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH WERE RELEASED AT LEAST 10 YEARS PRIOR TO THIS WRITING, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES, WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM IN ANY SHAPE.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE 10 YEAR TIMELINE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE, FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING OF THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM,
PLEASE DO NOT SUPPORT THEM!

THANK YOU!

THIS IS A PRELIMINARY VERSION OF THIS MAGAZINE, WHICH MEANS THIS IS AN ISSUE THAT IS NOT QUITE READY FOR FINAL RELEASE.
THE REASONING BEHIND RELEASING THESE LIKE THIS, IS BECAUSE AT THE POINT OF THIS WRITING, I HAVE NEARLY 400 MAGAZINES IN VARIOUS STATES OF BEING SCANNED AND EDITED.

IN A BEST CASE SCENARIO, WHERE I WOULD RELEASE ONE ISSUE A WEEK, IT WOULD TAKE ME OVER 7 YEARS TO COMPLETE JUST THESE MAGAZINES.
AND EVEN THAT TIME-TABLE IS JUST NOT FEASABLE FOR ME WITH THE AMOUNT OF WORK THAT GOES INTO EACH ISSUE, AS WELL AS WORKING A FULL-TIME JOB, COUPLED WITH THE SERIOUS HEALTH ISSUES I HAVE HAD TO DEAL WITH OVER THE PAST COUPLE OF YEARS (I FEEL THAT NOW MORE-SO THAN EVER, TIME IS OF THE ESSENCE WHEN IT COMES TO MAKING SURE PEOPLE CAN ENJOY THEM.

A 100 PAGE MAGAZINE TAKES ON AVERAGE AROUND 40 HOURS TO COMPLETE.
THE ISSUES IN THIS SECTION HAVE BEEN SCANNED, STRAIGHTENED, CROPPED, COLOUR CORRECTED AND HAVE RESCANS DONE WHERE NEEDED.
SO THESE ALREADY HAVE AROUND 15 HOURS PUT INTO THEM, DEPENDING ON CONDITION AND PAGE COUNT.

THESE ISSUES DO NOT REPRESENT THE QUALITY OF THE ORIGINAL MAGAZINES AT THE TIME OF THEIR RELEASE, NOR DO THEY REPRESENT THE LEVEL OF QUALITY OF THE END PRODUCT, ONCE THEY HAVE GONE THROUGH THE FULL RESTORATION PROCESS.
SO PLEASE KEEP THAT IN MIND.

I DECIDED TO RELEASE THEM IN THIS STATE, WHILE I CONTINUE WORKING ON THEM, SO THAT PEOPLE CAN ENJOY THEM AND USE THE INFORMATION STORED INSIDE THEM, AS I KEEP WORKING ON RESTORING THE PAGES TO THEIR FORMER GLORY AND TURN BACK THE HANDS OF TIME TO MAKE THEM LOOK BRAND NEW AGAIN.